

Bad Word Filter

Keep your games civilized



API

© 2015-2018 **crosstales** LLC
<https://www.crosstales.com>

Date: 08.01.2018
Version: 2.9.9

Contents

1	Namespace Index	1
1.1	Packages	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	7
3.1	Class List	7
4	Namespace Documentation	11
4.1	Crosstales Namespace Reference	11
4.2	Crosstales.BWF Namespace Reference	11
4.3	Crosstales.BWF.Demo Namespace Reference	11
4.4	Crosstales.BWF.EditorExtension Namespace Reference	12
4.5	Crosstales.BWF.EditorIntegration Namespace Reference	12
4.6	Crosstales.BWF.EditorTask Namespace Reference	12
4.6.1	Enumeration Type Documentation	13
4.6.1.1	UpdateStatus	13
4.7	Crosstales.BWF.EditorUtil Namespace Reference	13
4.8	Crosstales.BWF.Filter Namespace Reference	13
4.9	Crosstales.BWF.Manager Namespace Reference	14
4.10	Crosstales.BWF.Model Namespace Reference	14
4.10.1	Enumeration Type Documentation	14
4.10.1.1	ManagerMask	14
4.11	Crosstales.BWF.PlayMaker Namespace Reference	15

4.12	Crosstales.BWF.Provider Namespace Reference	15
4.13	Crosstales.BWF.Util Namespace Reference	15
4.14	Crosstales.Common Namespace Reference	16
4.15	Crosstales.Common.EditorTask Namespace Reference	16
4.16	Crosstales.Common.EditorUtil Namespace Reference	16
4.17	Crosstales.Common.Util Namespace Reference	16
4.17.1	Enumeration Type Documentation	17
4.17.1.1	Platform	17
4.18	Crosstales.DJ Namespace Reference	17
4.19	Crosstales.DJ.Demo Namespace Reference	17
4.20	Crosstales.DJ.Demo.Util Namespace Reference	17
4.21	Crosstales.UI Namespace Reference	17
4.22	Crosstales.UI.Util Namespace Reference	18
4.23	HutongGames Namespace Reference	18
4.24	HutongGames.PlayMaker Namespace Reference	18
4.25	HutongGames.PlayMaker.Actions Namespace Reference	18
5	Class Documentation	19
5.1	Crosstales.UI.Util.AudioFilterController Class Reference	19
5.1.1	Detailed Description	20
5.1.2	Member Data Documentation	20
5.1.2.1	FindAllAudioFiltersOnStart	20
5.2	Crosstales.UI.Util.AudioSourceController Class Reference	20
5.2.1	Detailed Description	21
5.2.2	Member Data Documentation	21
5.2.2.1	AudioSources	21
5.2.2.2	FindAllAudioSourcesOnStart	21
5.2.2.3	Loop	22
5.2.2.4	Mute	22
5.2.2.5	Pitch	22
5.2.2.6	ResetAudioSourcesOnStart	22

5.2.2.7	StereoPan	22
5.2.2.8	Volume	22
5.3	Crosstales.BWF.EditorTask.AutoInitalize Class Reference	22
5.3.1	Detailed Description	22
5.4	Crosstales.BWF.Filter.BadWordFilter Class Reference	23
5.4.1	Detailed Description	24
5.4.2	Constructor & Destructor Documentation	24
5.4.2.1	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)	24
5.4.3	Member Function Documentation	24
5.4.3.1	Contains(string testString, params string[] sources)	24
5.4.3.2	GetAll(string testString, params string[] sources)	24
5.4.3.3	Replace(string text, System.Collections.Generic.List< string > badWords)	25
5.4.3.4	ReplaceAll(string testString, params string[] sources)	25
5.4.4	Member Data Documentation	25
5.4.4.1	ReplaceCharacters	25
5.4.4.2	ReplaceLeetSpeak	26
5.4.4.3	SimpleCheck	26
5.4.5	Property Documentation	26
5.4.5.1	BadWordProviderLTR	26
5.4.5.2	BadWordProviderRTL	26
5.4.5.3	isReady	26
5.5	Crosstales.BWF.Manager.BadWordManager Class Reference	27
5.5.1	Detailed Description	28
5.5.2	Member Function Documentation	28
5.5.2.1	Contains(string testString, params string[] sources)	28
5.5.2.2	ContainsMT(out bool result, string testString, params string[] sources)	29
5.5.2.3	GetAll(string testString, params string[] sources)	29
5.5.2.4	GetAllMT(out System.Collections.Generic.List< string > result, string testString, params string[] sources)	29

5.5.2.5	Load()	29
5.5.2.6	Mark(string text, System.Collections.Generic.List< string > badWords, string prefix=""<color=red>"" , string postfix=""</color>"")	30
5.5.2.7	Replace(string text, System.Collections.Generic.List< string > badWords)	30
5.5.2.8	ReplaceAll(string testString, params string[] sources)	30
5.5.2.9	ReplaceAllMT(out string result, string testString, params string[] sources)	31
5.5.2.10	Unmark(string text, string prefix=""<color=red>"" , string postfix=""</color>"")	31
5.5.3	Member Data Documentation	31
5.5.3.1	BadWordProviderLTR	31
5.5.3.2	BadWordProviderRTL	31
5.5.3.3	ReplaceChars	31
5.5.3.4	ReplaceLeetSpeak	31
5.5.3.5	SimpleCheck	32
5.5.4	Property Documentation	32
5.5.4.1	isReady	32
5.5.4.2	isReplaceLeetSpeak	32
5.5.4.3	isSimpleCheck	32
5.5.4.4	ReplaceCharacters	32
5.5.4.5	Sources	32
5.6	Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference	33
5.6.1	Detailed Description	33
5.7	Crosstales.BWF.Provider.BadWordProvider Class Reference	33
5.7.1	Detailed Description	34
5.7.2	Member Function Documentation	34
5.7.2.1	init()	34
5.7.2.2	Load()	34
5.7.3	Property Documentation	35
5.7.3.1	DebugExactBadwordsRegex	35
5.7.3.2	ExactBadwordsRegex	35
5.7.3.3	SimpleBadwords	35
5.8	Crosstales.BWF.Provider.BadWordProviderText Class Reference	35

5.8.1	Detailed Description	36
5.8.2	Member Function Documentation	36
5.8.2.1	Load()	36
5.8.2.2	Save()	36
5.9	Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference	36
5.9.1	Detailed Description	36
5.10	Crosstales.BWF.Model.BadWords Class Reference	37
5.10.1	Detailed Description	37
5.10.2	Constructor & Destructor Documentation	37
5.10.2.1	BadWords(Source source, System.Collections.Generic.List< string > badWordList)	37
5.10.3	Member Data Documentation	37
5.10.3.1	BadWordList	37
5.10.3.2	Source	37
5.11	HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference	38
5.11.1	Detailed Description	38
5.11.2	Member Data Documentation	38
5.11.2.1	EndlessFilter	38
5.11.2.2	EndlessFilterUpdateTime	39
5.11.2.3	Filter	39
5.11.2.4	Sources	39
5.12	HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference	39
5.12.1	Detailed Description	39
5.12.2	Member Data Documentation	40
5.12.2.1	OutputText	40
5.12.2.2	Text	40
5.13	HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference	40
5.13.1	Detailed Description	40
5.13.2	Member Data Documentation	41
5.13.2.1	OutputText	41
5.13.2.2	Text	41

5.14	Crosstales.BWF.PlayMaker.BaseBWFEditor Class Reference	41
5.14.1	Detailed Description	41
5.15	Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	41
5.15.1	Detailed Description	42
5.16	Crosstales.Common.Util.BaseConstants Class Reference	42
5.16.1	Detailed Description	43
5.16.2	Member Data Documentation	43
5.16.2.1	ASSET_3P_PLAYMAKER	43
5.16.2.2	ASSET_AUTHOR	44
5.16.2.3	ASSET_AUTHOR_URL	44
5.16.2.4	ASSET_CT_URL	44
5.16.2.5	ASSET_SOCIAL_FACEBOOK	44
5.16.2.6	ASSET_SOCIAL_LINKEDIN	44
5.16.2.7	ASSET_SOCIAL_TWITTER	44
5.16.2.8	ASSET_SOCIAL_XING	44
5.16.2.9	ASSET_SOCIAL_YOUTUBE	44
5.16.2.10	DEV_DEBUG	44
5.16.2.11	FACTOR_GB	45
5.16.2.12	FACTOR_KB	45
5.16.2.13	FACTOR_MB	45
5.16.2.14	FLOAT_32768	45
5.16.2.15	FORMAT_NO_DECIMAL_PLACES	45
5.16.2.16	FORMAT_PERCENT	45
5.16.2.17	FORMAT_TWO_DECIMAL_PLACES	45
5.16.2.18	PATH_DELIMITER_UNIX	45
5.16.2.19	PATH_DELIMITER_WINDOWS	45
5.17	Crosstales.BWF.Filter.BaseFilter Class Reference	46
5.17.1	Detailed Description	47
5.17.2	Member Function Documentation	47
5.17.2.1	Contains(string testString, params string[] sources)	47

5.17.2.2	GetAll(string testString, params string[] sources)	47
5.17.2.3	Mark(string text, System.Collections.Generic.List< string > badWords, string prefix=""<color=red>"" , string postfix=""</color>"")	48
5.17.2.4	Replace(string text, System.Collections.Generic.List< string > badWords)	48
5.17.2.5	ReplaceAll(string testString, params string[] sources)	48
5.17.2.6	Unmark(string text, string prefix=""<color=red>"" , string postfix=""</color>"")	49
5.17.3	Member Data Documentation	49
5.17.3.1	MarkPostfix	49
5.17.3.2	MarkPrefix	49
5.17.4	Property Documentation	49
5.17.4.1	isReady	49
5.17.4.2	Sources	49
5.18	Crosstales.Common.EditorUtil.BaseGAApi Class Reference	50
5.18.1	Detailed Description	50
5.18.2	Member Function Documentation	50
5.18.2.1	Event(string name, string version, string category, string action, string label="" , int value=0)	50
5.19	Crosstales.Common.Util.BaseHelper Class Reference	50
5.19.1	Detailed Description	52
5.19.2	Member Function Documentation	52
5.19.2.1	ClearLineEndings(string text)	52
5.19.2.2	ClearSpaces(string text)	53
5.19.2.3	ClearTags(string text)	53
5.19.2.4	FormatBytesToHRF(long bytes)	53
5.19.2.5	FormatSecondsToHourMinSec(double seconds)	53
5.19.2.6	HSVToRGB(float h, float s, float v, float a=1f)	53
5.19.2.7	IsValidURL(string url)	54
5.19.2.8	RemoteCertificateValidationCallback(System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	54
5.19.2.9	SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)	54

5.19.2.10	ValidateFile(string path)	55
5.19.2.11	ValidatePath(string path, bool addEndDelimiter=true)	55
5.19.2.12	ValidURLFromFilePath(string path)	55
5.19.3	Property Documentation	55
5.19.3.1	isAndroidPlatform	55
5.19.3.2	isAppleBasedPlatform	56
5.19.3.3	isEditor	56
5.19.3.4	isEditorMode	56
5.19.3.5	isInternetAvailable	56
5.19.3.6	isIOSPlatform	56
5.19.3.7	isLinuxPlatform	56
5.19.3.8	isMacOSPlatform	57
5.19.3.9	isStandalonePlatform	57
5.19.3.10	isWebGLPlatform	57
5.19.3.11	isWebPlatform	57
5.19.3.12	isWebPlayerPlatform	57
5.19.3.13	isWindowsBasedPlatform	57
5.19.3.14	isWindowsPlatform	58
5.19.3.15	isWSAPlatform	58
5.20	Crosstales.BWF.Manager.BaseManager Class Reference	58
5.20.1	Detailed Description	58
5.20.2	Member Data Documentation	59
5.20.2.1	DontDestroy	59
5.20.2.2	MarkPostfix	59
5.20.2.3	MarkPrefix	59
5.21	Crosstales.BWF.Provider.BaseProvider Class Reference	59
5.21.1	Detailed Description	60
5.21.2	Member Function Documentation	61
5.21.2.1	init()	61
5.21.2.2	Load()	61

5.21.2.3	Save()	61
5.21.3	Member Data Documentation	61
5.21.3.1	ClearOnLoad	61
5.21.3.2	Name	61
5.21.3.3	RegexOption1	61
5.21.3.4	RegexOption2	61
5.21.3.5	RegexOption3	62
5.21.3.6	RegexOption4	62
5.21.3.7	RegexOption5	62
5.21.3.8	Sources	62
5.21.4	Property Documentation	62
5.21.4.1	isReady	62
5.22	Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference	62
5.22.1	Detailed Description	63
5.23	Crosstales.Common.EditorTask.BaseSetupResources Class Reference	63
5.23.1	Detailed Description	63
5.24	Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference	63
5.24.1	Detailed Description	64
5.25	Crosstales.BWF.BWFManager Class Reference	64
5.25.1	Detailed Description	65
5.25.2	Member Function Documentation	65
5.25.2.1	Contains(string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)	65
5.25.2.2	ContainsMT(out bool result, ref string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)	65
5.25.2.3	GetAll(string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)	66
5.25.2.4	GetAllMT(out System.Collections.Generic.List< string > result, ref string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)	66
5.25.2.5	Load(Model.ManagerMask mask=Model.ManagerMask.All)	66
5.25.2.6	Mark(string text, System.Collections.Generic.List< string > unwantedWords, string prefix=""<color=red>"" , string postfix=""</color>"")	67

5.25.2.7	Replace(string text, System.Collections.Generic.List< string > unwantedWords, Model.ManagerMask mask=Model.ManagerMask.All)	67
5.25.2.8	ReplaceAll(string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)	67
5.25.2.9	ReplaceAllMT(out string result, ref string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)	68
5.25.2.10	Sources(Model.ManagerMask mask=Model.ManagerMask.All)	68
5.25.2.11	Unmark(string text, string prefix=""<color=red>"" , string postfix=""</color>")	68
5.25.3	Property Documentation	68
5.25.3.1	isReady	68
5.26	Crosstales.BWF.EditorExtension.BWFManagerEditor Class Reference	69
5.26.1	Detailed Description	69
5.27	Crosstales.BWF.EditorIntegration.BWFMenu Class Reference	69
5.27.1	Detailed Description	69
5.28	Crosstales.BWF.Filter.CapitalizationFilter Class Reference	70
5.28.1	Detailed Description	70
5.28.2	Constructor & Destructor Documentation	70
5.28.2.1	CapitalizationFilter(int capitalizationCharsNumber, string markPrefix, string markPostfix)	70
5.28.3	Member Function Documentation	71
5.28.3.1	Contains(string testString, params string[] sources)	71
5.28.3.2	GetAll(string testString, params string[] sources)	71
5.28.3.3	Replace(string text, System.Collections.Generic.List< string > badWords)	71
5.28.3.4	ReplaceAll(string testString, params string[] sources)	72
5.28.4	Property Documentation	72
5.28.4.1	CharacterNumber	72
5.28.4.2	isReady	72
5.28.4.3	RegularExpression	72
5.29	Crosstales.BWF.Manager.CapitalizationManager Class Reference	73
5.29.1	Detailed Description	74
5.29.2	Member Function Documentation	74
5.29.2.1	Contains(string testString)	74

5.29.2.2	ContainsMT(out bool result, string testString)	74
5.29.2.3	GetAll(string testString)	74
5.29.2.4	GetAllMT(out System.Collections.Generic.List< string > result, string testString)	75
5.29.2.5	Load()	75
5.29.2.6	Mark(string text, System.Collections.Generic.List< string > capitalWords, string prefix=""<color=red>"" , string postfix=""</color>"")	75
5.29.2.7	Replace(string text, System.Collections.Generic.List< string > capitalWords)	75
5.29.2.8	ReplaceAll(string testString)	76
5.29.2.9	ReplaceAllMT(out string result, string testString)	76
5.29.2.10	Unmark(string text, string prefix=""<color=red>"" , string postfix=""</color>"")	76
5.29.3	Member Data Documentation	77
5.29.3.1	CapitalizationCharsNumber	77
5.29.4	Property Documentation	77
5.29.4.1	CharacterNumber	77
5.29.4.2	isReady	77
5.30	Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference	77
5.30.1	Detailed Description	78
5.31	Crosstales.BWF.EditorTask.CompileDefines Class Reference	78
5.31.1	Detailed Description	78
5.32	Crosstales.BWF.Util.Config Class Reference	78
5.32.1	Detailed Description	79
5.32.2	Member Function Documentation	79
5.32.2.1	Load()	79
5.32.2.2	Reset()	79
5.32.2.3	Save()	79
5.32.3	Member Data Documentation	79
5.32.3.1	DEBUG	79
5.32.3.2	DEBUG_BADWORDS	79
5.32.3.3	DEBUG_DOMAINS	79
5.32.3.4	isLoadingd	80
5.33	Crosstales.BWF.EditorIntegration.ConfigBase Class Reference	80

5.33.1 Detailed Description	80
5.34 Crosstales.BWF.EditorTask.ConfigLoader Class Reference	80
5.34.1 Detailed Description	81
5.35 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference	81
5.35.1 Detailed Description	81
5.36 Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference	81
5.36.1 Detailed Description	82
5.37 Crosstales.BWF.Util.Constants Class Reference	82
5.37.1 Detailed Description	83
5.37.2 Member Data Documentation	83
5.37.2.1 ASSET_API_URL	83
5.37.2.2 ASSET_BUILD	84
5.37.2.3 ASSET_CHANGED	84
5.37.2.4 ASSET_CONTACT	84
5.37.2.5 ASSET_CREATED	84
5.37.2.6 ASSET_FORUM_URL	84
5.37.2.7 ASSET_MANUAL_URL	84
5.37.2.8 ASSET_NAME	84
5.37.2.9 ASSET_PRO_URL	84
5.37.2.10 ASSET_UPDATE_CHECK_URL	84
5.37.2.11 ASSET_VERSION	85
5.37.2.12 ASSET_VIDEO_PROMO	85
5.37.2.13 ASSET_VIDEO_TUTORIAL	85
5.37.2.14 ASSET_WEB_URL	85
5.37.2.15 isPro	85
5.37.2.16 MANAGER_SCENE_OBJECT_NAME	85
5.38 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference	85
5.38.1 Detailed Description	86
5.39 HutongGames.PlayMaker.Actions.ContainsString Class Reference	86
5.39.1 Detailed Description	86

5.39.2	Member Data Documentation	87
5.39.2.1	Contains	87
5.39.2.2	Text	87
5.40	Crosstales.Common.Util.CTPlayerPrefs Class Reference	87
5.40.1	Detailed Description	88
5.40.2	Member Function Documentation	88
5.40.2.1	DeleteAll()	88
5.40.2.2	DeleteKey(string key)	88
5.40.2.3	GetBool(string key)	88
5.40.2.4	GetFloat(string key)	88
5.40.2.5	GetInt(string key)	89
5.40.2.6	GetString(string key)	89
5.40.2.7	HasKey(string key)	89
5.40.2.8	Save()	89
5.40.2.9	SetBool(string key, bool value)	89
5.40.2.10	SetFloat(string key, float value)	90
5.40.2.11	SetInt(string key, int value)	90
5.40.2.12	SetString(string key, string value)	90
5.41	Crosstales.Common.Util.CTWebClient Class Reference	90
5.41.1	Detailed Description	91
5.41.2	Property Documentation	91
5.41.2.1	ConnectionLimit	91
5.41.2.2	Timeout	91
5.42	Crosstales.BWF.Filter.DomainFilter Class Reference	92
5.42.1	Detailed Description	92
5.42.2	Constructor & Destructor Documentation	92
5.42.2.1	DomainFilter(System.Collections.Generic.List< Provider.DomainProvider > domainProvider, string replaceCharacters, string markPrefix, string markPostfix)	92
5.42.3	Member Function Documentation	93
5.42.3.1	Contains(string testString, params string[] sources)	93
5.42.3.2	GetAll(string testString, params string[] sources)	93

5.42.3.3	Replace(string text, System.Collections.Generic.List< string > domains)	93
5.42.3.4	ReplaceAll(string testString, params string[] sources)	94
5.42.4	Member Data Documentation	94
5.42.4.1	ReplaceCharacters	94
5.42.5	Property Documentation	94
5.42.5.1	DomainProvider	94
5.42.5.2	isReady	95
5.43	Crosstales.BWF.Manager.DomainManager Class Reference	95
5.43.1	Detailed Description	96
5.43.2	Member Function Documentation	96
5.43.2.1	Contains(string testString, params string[] sources)	96
5.43.2.2	ContainsMT(out bool result, string testString, params string[] sources)	96
5.43.2.3	GetAll(string testString, params string[] sources)	97
5.43.2.4	GetAllMT(out System.Collections.Generic.List< string > result, string testString, params string[] sources)	97
5.43.2.5	Load()	97
5.43.2.6	Mark(string text, System.Collections.Generic.List< string > domains, string prefix=""<color=red>"" , string postfix=""</color>"")	97
5.43.2.7	Replace(string text, System.Collections.Generic.List< string > domains)	98
5.43.2.8	ReplaceAll(string testString, params string[] sources)	98
5.43.2.9	ReplaceAllMT(out string result, string testString, params string[] sources)	98
5.43.2.10	Unmark(string text, string prefix=""<color=red>"" , string postfix=""</color>"")	99
5.43.3	Member Data Documentation	99
5.43.3.1	DomainProvider	99
5.43.3.2	ReplaceChars	99
5.43.4	Property Documentation	99
5.43.4.1	isReady	99
5.43.4.2	ReplaceCharacters	99
5.43.4.3	Sources	100
5.44	Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference	100
5.44.1	Detailed Description	100

5.45	Crosstales.BWF.Provider.DomainProvider Class Reference	101
5.45.1	Detailed Description	101
5.45.2	Member Function Documentation	102
5.45.2.1	init()	102
5.45.2.2	Load()	102
5.45.3	Property Documentation	102
5.45.3.1	DebugDomainsRegex	102
5.45.3.2	DomainsRegex	102
5.46	Crosstales.BWF.Provider.DomainProviderText Class Reference	102
5.46.1	Detailed Description	103
5.46.2	Member Function Documentation	103
5.46.2.1	Load()	103
5.46.2.2	Save()	103
5.47	Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference	103
5.47.1	Detailed Description	104
5.48	Crosstales.BWF.Model.Domains Class Reference	104
5.48.1	Detailed Description	104
5.48.2	Constructor & Destructor Documentation	104
5.48.2.1	Domains(Source source, System.Collections.Generic.List< string > domainList)	104
5.48.3	Member Data Documentation	105
5.48.3.1	DomainList	105
5.48.3.2	Source	105
5.49	Crosstales.BWF.EditorUtil.EditorConfig Class Reference	105
5.49.1	Detailed Description	106
5.49.2	Member Function Documentation	106
5.49.2.1	Load()	106
5.49.2.2	Reset()	106
5.49.2.3	Save()	106
5.49.3	Member Data Documentation	106
5.49.3.1	HIERARCHY_ICON	106

5.49.3.2	isLoaded	106
5.49.3.3	PREFAB_AUTOLOAD	106
5.49.3.4	REMINDER_CHECK	107
5.49.3.5	TELEMETRY	107
5.49.3.6	UPDATE_CHECK	107
5.49.4	Property Documentation	107
5.49.4.1	ASSET_PATH	107
5.49.4.2	PREFAB_PATH	107
5.50	Crosstales.BWF.EditorUtil.EditorConstants Class Reference	107
5.50.1	Detailed Description	108
5.50.2	Member Data Documentation	108
5.50.2.1	PREFAB_SUBPATH	108
5.50.3	Property Documentation	108
5.50.3.1	ASSET_UID	108
5.50.3.2	ASSET_URL	109
5.51	Crosstales.BWF.EditorUtil.EditorHelper Class Reference	109
5.51.1	Detailed Description	110
5.51.2	Member Function Documentation	110
5.51.2.1	BWFUnavailable()	110
5.51.2.2	InstantiatePrefab(string prefabName)	110
5.51.2.3	ReadOnlyTextField(string label, string text)	111
5.51.2.4	SeparatorUI(int space=12)	111
5.51.3	Member Data Documentation	111
5.51.3.1	GO_ID	111
5.51.3.2	MENU_ID	111
5.51.4	Property Documentation	111
5.51.4.1	isBWFInScene	111
5.52	Crosstales.ExtensionMethods Class Reference	111
5.52.1	Detailed Description	112
5.52.2	Member Function Documentation	112

5.52.2.1	CTAddRange< T, S >(this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection)	112
5.52.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	113
5.52.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	113
5.52.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	113
5.52.2.5	CTDump< T >(this T[] array)	114
5.52.2.6	CTDump< T >(this System.Collections.Generic.List< T > list)	114
5.52.2.7	CTEquals(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	114
5.52.2.8	CTReplace(this string str, string oldString, string newString, System.String↔ Comparison comp=System.StringComparison.OrdinalIgnoreCase)	114
5.52.2.9	CTShuffle< T >(this T[] array)	115
5.52.2.10	CTShuffle< T >(this System.Collections.Generic.IList< T > list)	115
5.52.2.11	CTToString< T >(this T[] array)	115
5.52.2.12	CTToString< T >(this System.Collections.Generic.List< T > list)	115
5.52.2.13	CTToTitleCase(this string str)	116
5.53	Crosstales.DJ.Demo.Util.FFTAnalyzer Class Reference	116
5.53.1	Detailed Description	117
5.54	Crosstales.UI.Util.FPSDisplay Class Reference	117
5.54.1	Detailed Description	117
5.55	Crosstales.BWF.EditorUtil.GAApi Class Reference	117
5.55.1	Detailed Description	118
5.55.2	Member Function Documentation	118
5.55.2.1	Event(string category, string action, string label="""", int value=0)	118
5.56	Crosstales.BWF.Demo.GUIMain Class Reference	118
5.56.1	Detailed Description	120
5.57	Crosstales.BWF.Demo.GUISource Class Reference	120
5.57.1	Detailed Description	120
5.58	Crosstales.BWF.Util.Helper Class Reference	121
5.58.1	Detailed Description	121
5.58.2	Member Function Documentation	121

5.58.2.1	CreateReplaceString(string replaceChars, int stringLength)	121
5.58.3	Property Documentation	121
5.58.3.1	isSupportedPlatform	121
5.59	Crosstales.BWF.EditorTask.Launch Class Reference	122
5.59.1	Detailed Description	122
5.60	HutongGames.PlayMaker.Actions.MarkString Class Reference	122
5.60.1	Detailed Description	123
5.61	Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference	123
5.61.1	Detailed Description	123
5.62	HutongGames.PlayMaker.Actions.MarkUI Class Reference	123
5.62.1	Detailed Description	124
5.63	Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference	124
5.63.1	Detailed Description	124
5.64	Crosstales.Common.EditorTask.NYCheck Class Reference	124
5.64.1	Detailed Description	125
5.65	Crosstales.Common.EditorTask.OCCheck Class Reference	125
5.65.1	Detailed Description	125
5.66	Crosstales.Common.Util.PlatformController Class Reference	125
5.66.1	Detailed Description	126
5.66.2	Member Data Documentation	126
5.66.2.1	Objects	126
5.66.2.2	Platforms	126
5.67	Crosstales.BWF.Filter.PunctuationFilter Class Reference	126
5.67.1	Detailed Description	127
5.67.2	Constructor & Destructor Documentation	127
5.67.2.1	PunctuationFilter(int punctuationCharacterNumber, string markPrefix, string markPostfix)	127
5.67.3	Member Function Documentation	127
5.67.3.1	Contains(string testString, params string[] sources)	128
5.67.3.2	GetAll(string testString, params string[] sources)	128
5.67.3.3	Replace(string text, System.Collections.Generic.List< string > badWords)	128

5.67.3.4	ReplaceAll(string testString, params string[] sources)	129
5.67.4	Property Documentation	129
5.67.4.1	CharacterNumber	129
5.67.4.2	isReady	129
5.67.4.3	RegularExpression	129
5.68	Crosstales.BWF.Manager.PunctuationManager Class Reference	129
5.68.1	Detailed Description	130
5.68.2	Member Function Documentation	130
5.68.2.1	Contains(string testString)	130
5.68.2.2	ContainsMT(out bool result, string testString)	131
5.68.2.3	GetAll(string testString)	131
5.68.2.4	GetAllMT(out System.Collections.Generic.List< string > result, string testString)	131
5.68.2.5	Load()	132
5.68.2.6	Mark(string text, System.Collections.Generic.List< string > punctuations, string prefix=""<color=red>""", string postfix=""</color>""")	132
5.68.2.7	Replace(string text, System.Collections.Generic.List< string > punctuations)	132
5.68.2.8	ReplaceAll(string testString)	132
5.68.2.9	ReplaceAllMT(out string result, string testString)	133
5.68.2.10	Unmark(string text, string prefix=""<color=red>""", string postfix=""</color>""")	133
5.68.3	Member Data Documentation	133
5.68.3.1	PunctuationCharsNumber	133
5.68.4	Property Documentation	133
5.68.4.1	CharacterNumber	133
5.68.4.2	isReady	134
5.69	Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference	134
5.69.1	Detailed Description	134
5.70	Crosstales.Common.Util.RandomColor Class Reference	134
5.70.1	Detailed Description	135
5.71	Crosstales.Common.Util.RandomRotator Class Reference	135
5.71.1	Detailed Description	136
5.72	Crosstales.Common.Util.RandomScaler Class Reference	136

5.72.1 Detailed Description	136
5.73 Crosstales.BWF.EditorTask.ReminderCheck Class Reference	136
5.73.1 Detailed Description	137
5.74 HutongGames.PlayMaker.Actions.ReplaceString Class Reference	137
5.74.1 Detailed Description	137
5.74.2 Member Data Documentation	138
5.74.2.1 ReplaceInput	138
5.75 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference	138
5.75.1 Detailed Description	138
5.76 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference	138
5.76.1 Detailed Description	139
5.76.2 Member Data Documentation	139
5.76.2.1 ReplaceInput	139
5.77 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference	139
5.77.1 Detailed Description	140
5.78 Crosstales.UI.Util.ScrollRectHandler Class Reference	140
5.78.1 Detailed Description	140
5.79 Crosstales.Common.Util.SerializeDeSerialize< T > Class Template Reference	140
5.79.1 Detailed Description	141
5.80 Crosstales.BWF.EditorTask.SetupResources Class Reference	141
5.80.1 Detailed Description	141
5.81 Crosstales.UI.Social Class Reference	141
5.81.1 Detailed Description	142
5.82 Crosstales.BWF.Model.Source Class Reference	142
5.82.1 Detailed Description	142
5.82.2 Member Data Documentation	143
5.82.2.1 Description	143
5.82.2.2 Icon	143
5.82.2.3 Name	143
5.82.2.4 Resource	143

5.82.2.5	URL	143
5.83	Crosstales.BWF.Demo.SourceEntry Class Reference	143
5.83.1	Detailed Description	144
5.84	Crosstales.DJ.Demo.Util.SpectrumVisualizer Class Reference	144
5.84.1	Detailed Description	145
5.85	Crosstales.UI.StaticManager Class Reference	145
5.85.1	Detailed Description	145
5.86	Crosstales.BWF.EditorTask.Telemetry Class Reference	145
5.86.1	Detailed Description	146
5.87	Crosstales.UI.UIDrag Class Reference	146
5.87.1	Detailed Description	146
5.88	Crosstales.UI.UIFocus Class Reference	146
5.88.1	Detailed Description	147
5.89	Crosstales.UI.UIWindowManager Class Reference	147
5.89.1	Detailed Description	147
5.89.2	Member Data Documentation	148
5.89.2.1	Windows	148
5.90	Crosstales.BWF.EditorTask.UpdateCheck Class Reference	148
5.90.1	Detailed Description	148
5.91	Crosstales.UI.WindowManager Class Reference	148
5.91.1	Detailed Description	149
5.91.2	Member Data Documentation	149
5.91.2.1	Dependencies	149
5.91.2.2	Speed	149
6	More information	151
6.1	Homepage	151
6.2	AssetStore	151
6.3	Forum	151
6.4	Documentation	151
6.5	Demos	151
6.5.1	WebGL	151
6.5.2	Android	151
6.6	Videos	152
6.6.1	Promotion	152
6.6.2	Tutorial	152
	Index	153

Chapter 1

Namespace Index

1.1 Packages

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

- Crosstales 11
- Crosstales.BWF 11
- Crosstales.BWF.Demo 11
- Crosstales.BWF.EditorExtension 12
- Crosstales.BWF.EditorIntegration 12
- Crosstales.BWF.EditorTask 12
- Crosstales.BWF.EditorUtil 13
- Crosstales.BWF.Filter 13
- Crosstales.BWF.Manager 14
- Crosstales.BWF.Model 14
- Crosstales.BWF.PlayMaker 15
- Crosstales.BWF.Provider 15
- Crosstales.BWF.Util 15
- Crosstales.Common 16
- Crosstales.Common.EditorTask 16
- Crosstales.Common.EditorUtil 16
- Crosstales.Common.Util 16
- Crosstales.DJ 17
- Crosstales.DJ.Demo 17
- Crosstales.DJ.Demo.Util 17
- Crosstales.UI 17
- Crosstales.UI.Util 18
- HutongGames 18
- HutongGames.PlayMaker 18
- HutongGames.PlayMaker.Actions 18

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Crosstales.BWF.EditorTask.AutoInitalize	22
Crosstales.BWF.Model.BadWords	37
Crosstales.Common.EditorTask.BaseCompileDefines	41
Crosstales.BWF.EditorTask.CompileDefines	78
Crosstales.Common.Util.BaseConstants	42
Crosstales.BWF.Util.Constants	82
Crosstales.BWF.Filter.BaseFilter	46
Crosstales.BWF.Filter.BadWordFilter	23
Crosstales.BWF.Filter.CapitalizationFilter	70
Crosstales.BWF.Filter.DomainFilter	92
Crosstales.BWF.Filter.PunctuationFilter	126
Crosstales.Common.EditorUtil.BaseGAApi	50
Crosstales.BWF.EditorUtil.GAApi	117
Crosstales.Common.Util.BaseHelper	50
Crosstales.BWF.Util.Helper	121
Crosstales.Common.EditorTask.BaseSetupResources	63
Crosstales.BWF.EditorTask.SetupResources	141
Crosstales.BWF.EditorIntegration.BWFMenu	69
Crosstales.BWF.Util.Config	78
Crosstales.BWF.EditorTask.ConfigLoader	80
Crosstales.Common.Util.CTPlayerPrefs	87
CustomActionEditor	
Crosstales.BWF.PlayMaker.BaseBWFEditor	41
Crosstales.BWF.PlayMaker.ContainsEditor	85
Crosstales.BWF.PlayMaker.MarkStringEditor	123
Crosstales.BWF.PlayMaker.MarkUIEditor	124
Crosstales.BWF.PlayMaker.ReplaceStringEditor	138
Crosstales.BWF.PlayMaker.ReplaceUIEditor	139
Crosstales.BWF.Model.Domains	104
Editor	
Crosstales.BWF.EditorExtension.BadWordManagerEditor	33
Crosstales.BWF.EditorExtension.BaseProviderEditor	62
Crosstales.BWF.EditorExtension.BadWordProviderTextEditor	36

Crosstales.BWF.EditorExtension.DomainProviderTextEditor	103
Crosstales.BWF.EditorExtension.BWFManagerEditor	69
Crosstales.BWF.EditorExtension.CapitalizationManagerEditor	77
Crosstales.BWF.EditorExtension.DomainManagerEditor	100
Crosstales.BWF.EditorExtension.PunctuationManagerEditor	134
Crosstales.BWF.EditorUtil.EditorConfig	105
Crosstales.BWF.EditorUtil.EditorConstants	107
Crosstales.BWF.EditorUtil.EditorHelper	109
EditorWindow	
Crosstales.BWF.EditorIntegration.ConfigBase	80
Crosstales.BWF.EditorIntegration.ConfigPreferences	81
Crosstales.BWF.EditorIntegration.ConfigWindow	81
Crosstales.ExtensionMethods	111
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseBWFAction	38
HutongGames.PlayMaker.Actions.BaseBWFActionString	39
HutongGames.PlayMaker.Actions.MarkString	122
HutongGames.PlayMaker.Actions.ReplaceString	137
HutongGames.PlayMaker.Actions.BaseBWFActionUI	40
HutongGames.PlayMaker.Actions.MarkUI	123
HutongGames.PlayMaker.Actions.ReplaceUI	138
HutongGames.PlayMaker.Actions.ContainsString	86
Crosstales.BWF.EditorTask.Launch	122
MonoBehaviour	
Crosstales.BWF.BWFManager	64
Crosstales.BWF.Demo.GUIMain	118
Crosstales.BWF.Demo.GUISource	120
Crosstales.BWF.Demo.SourceEntry	143
Crosstales.BWF.EditorIntegration.BWFGameObject	63
Crosstales.BWF.Manager.BaseManager	58
Crosstales.BWF.Manager.BadWordManager	27
Crosstales.BWF.Manager.CapitalizationManager	73
Crosstales.BWF.Manager.DomainManager	95
Crosstales.BWF.Manager.PunctuationManager	129
Crosstales.BWF.Provider.BaseProvider	59
Crosstales.BWF.Provider.BadWordProvider	33
Crosstales.BWF.Provider.BadWordProviderText	35
Crosstales.BWF.Provider.DomainProvider	101
Crosstales.BWF.Provider.DomainProviderText	102
Crosstales.Common.Util.PlatformController	125
Crosstales.Common.Util.RandomColor	134
Crosstales.Common.Util.RandomRotator	135
Crosstales.Common.Util.RandomScaler	136
Crosstales.DJ.Demo.Util.FFTAnalyzer	116
Crosstales.DJ.Demo.Util.SpectrumVisualizer	144
Crosstales.UI.Social	141
Crosstales.UI.StaticManager	145
Crosstales.UI.UIDrag	146
Crosstales.UI.UIFocus	146
Crosstales.UI.UIWindowManager	147
Crosstales.UI.Util.AudioFilterController	19
Crosstales.UI.Util.AudioSourceController	20
Crosstales.UI.Util.FPSDisplay	117
Crosstales.UI.Util.ScrollRectHandler	140
Crosstales.UI.WindowManager	148
Crosstales.Common.EditorTask.NYCheck	124
Crosstales.Common.EditorTask.OCCheck	125
Crosstales.BWF.EditorTask.ReminderCheck	136

Crosstales.Common.Util.SerializeDeSerialize< T >	140
Crosstales.BWF.Model.Source	142
Crosstales.BWF.EditorTask.Telemetry	145
Crosstales.BWF.EditorTask.UpdateCheck	148
WebClient	
Crosstales.Common.Util.CTWebClient	90

Chapter 3

Class Index

3.1 Class List

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

Crosstales.UI.Util.AudioFilterController	Controller for audio filters.	19
Crosstales.UI.Util.AudioSourceController	Controller for AudioSources.	20
Crosstales.BWF.EditorTask.AutoInitalize	Automatically adds the necessary BWF-prefabs to the current scene.	22
Crosstales.BWF.Filter.BadWordFilter	Filter for bad words. The class can also replace all bad words inside a string.	23
Crosstales.BWF.Manager.BadWordManager	Manager for for bad words.	27
Crosstales.BWF.EditorExtension.BadWordManagerEditor	Custom editor for the 'BadWordManager'-class.	33
Crosstales.BWF.Provider.BadWordProvider	Base class for bad word providers.	33
Crosstales.BWF.Provider.BadWordProviderText	Text-file based bad word provider.	35
Crosstales.BWF.EditorExtension.BadWordProviderTextEditor	Custom editor for the 'BadWordProviderText'-class.	36
Crosstales.BWF.Model.BadWords	Model for a source of bad words.	37
HutongGames.PlayMaker.Actions.BaseBWFAction	Base class for BWF-actions in PlayMaker	38
HutongGames.PlayMaker.Actions.BaseBWFActionString	Base class for BWF-String-actions in PlayMaker	39
HutongGames.PlayMaker.Actions.BaseBWFActionUI	Base class for BWF-UI-actions in PlayMaker	40
Crosstales.BWF.PlayMaker.BaseBWFEditor	Base-class for custom editors.	41
Crosstales.Common.EditorTask.BaseCompileDefines	Base for adding the given define symbols to PlayerSettings define symbols.	41
Crosstales.Common.Util.BaseConstants	Base for collected constants of very general utility for the asset.	42
Crosstales.BWF.Filter.BaseFilter	Base class for all filters.	46
Crosstales.Common.EditorUtil.BaseGAApi	Base GA-wrapper API.	50

Crosstales.Common.Util.BaseHelper	
Base for various helper functions.	50
Crosstales.BWF.Manager.BaseManager	
Base class for all managers.	58
Crosstales.BWF.Provider.BaseProvider	
Base class for all providers.	59
Crosstales.BWF.EditorExtension.BaseProviderEditor	
Base-class for custom editors of children of the 'BaseProvider'-class.	62
Crosstales.Common.EditorTask.BaseSetupResources	
Base for copying all resources to 'Editor Default Resources'.	63
Crosstales.BWF.EditorIntegration.BWFGameObject	
Editor component for the "Hierarchy"-menu.	63
Crosstales.BWF.BWFManager	
BWF is a multi-manager for all available managers.	64
Crosstales.BWF.EditorExtension.BWFManagerEditor	
Custom editor for the 'BWFManager'-class.	69
Crosstales.BWF.EditorIntegration.BWFMenu	
Editor component for the "Tools"-menu.	69
Crosstales.BWF.Filter.CapitalizationFilter	
Filter for excessive capitalization. The class can also replace all capitalizations inside a string.	70
Crosstales.BWF.Manager.CapitalizationManager	
Manager for excessive capitalization.	73
Crosstales.BWF.EditorExtension.CapitalizationManagerEditor	
Custom editor for the 'CapitalizationManager'-class.	77
Crosstales.BWF.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols.	78
Crosstales.BWF.Util.Config	
Configuration for the asset.	78
Crosstales.BWF.EditorIntegration.ConfigBase	
Base class for editor windows.	80
Crosstales.BWF.EditorTask.ConfigLoader	
Loads the configuration at startup.	80
Crosstales.BWF.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension.	81
Crosstales.BWF.EditorIntegration.ConfigWindow	
Editor window extension.	81
Crosstales.BWF.Util.Constants	
Collected constants of very general utility for the asset.	82
Crosstales.BWF.PlayMaker.ContainsEditor	
Custom editor for the ContainsString-action.	85
HutongGames.PlayMaker.Actions.ContainsString	
Contains-action for strings in PlayMaker	86
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	87
Crosstales.Common.Util.CTWebClient	
Specialized WebClient.	90
Crosstales.BWF.Filter.DomainFilter	
Filter for domains. The class can also replace all domains inside a string.	92
Crosstales.BWF.Manager.DomainManager	
Manager for domains.	95
Crosstales.BWF.EditorExtension.DomainManagerEditor	
Custom editor for the 'DomainManager'-class.	100
Crosstales.BWF.Provider.DomainProvider	
Base class for domain providers.	101
Crosstales.BWF.Provider.DomainProviderText	
Text-file based domain provider.	102
Crosstales.BWF.EditorExtension.DomainProviderTextEditor	
Custom editor for the 'DomainProviderText'-class.	103

Crosstales.BWF.Model.Domains	
Model for a source of domains.	104
Crosstales.BWF.EditorUtil.EditorConfig	
Editor configuration for the asset.	105
Crosstales.BWF.EditorUtil.EditorConstants	
Collected editor constants of very general utility for the asset.	107
Crosstales.BWF.EditorUtil.EditorHelper	
Editor helper class.	109
Crosstales.ExtensionMethods	
Various extension methods.	111
Crosstales.DJ.Demo.Util.FFTAnalyzer	
FFT analyzer for an audio channel.	116
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter.	117
Crosstales.BWF.EditorUtil.GAApi	
GA-wrapper API.	117
Crosstales.BWF.Demo.GUIMain	
Main GUI controller.	118
Crosstales.BWF.Demo.GUISource	
Generates a scrollable list of sources.	120
Crosstales.BWF.Util.Helper	
Various helper functions.	121
Crosstales.BWF.EditorTask.Launch	
Show the configuration window on the first launch.	122
HutongGames.PlayMaker.Actions.MarkString	
Mark-action for strings in PlayMaker	122
Crosstales.BWF.PlayMaker.MarkStringEditor	
Custom editor for the MarkString-action.	123
HutongGames.PlayMaker.Actions.MarkUI	
Mark-action for UI-elements in PlayMaker	123
Crosstales.BWF.PlayMaker.MarkUIEditor	
Custom editor for the MarkUI-action.	124
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed.	124
Crosstales.Common.EditorTask.OCCheck	
Checks if 'Online Check' is installed.	125
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform.	125
Crosstales.BWF.Filter.PunctuationFilter	
Filter for excessive punctuation. The class can also replace all punctuona inside a string.	126
Crosstales.BWF.Manager.PunctuationManager	
Manager for excessive punctuation.	129
Crosstales.BWF.EditorExtension.PunctuationManagerEditor	
Custom editor for the 'PunctuationManager'-class.	134
Crosstales.Common.Util.RandomColor	
Random color changer.	134
Crosstales.Common.Util.RandomRotator	
Random rotation changer.	135
Crosstales.Common.Util.RandomScaler	
Random scale changer.	136
Crosstales.BWF.EditorTask.ReminderCheck	
Reminds the customer to create an UAS review.	136
HutongGames.PlayMaker.Actions.ReplaceString	
Replace-action for strings in PlayMaker	137
Crosstales.BWF.PlayMaker.ReplaceStringEditor	
Custom editor for the ReplaceString-action.	138
HutongGames.PlayMaker.Actions.ReplaceUI	
Replace-action for UI-elements in PlayMaker	138

Crosstales.BWF.PlayMaker.ReplaceUIEditor	
Custom editor for the ReplaceUI-action.	139
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	140
Crosstales.Common.Util.SerializeDeSerialize< T >	
Serialize and deserialize objects to/from binary files.	140
Crosstales.BWF.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'.	141
Crosstales.UI.Social	
Crosstales social media links.	141
Crosstales.BWF.Model.Source	
Base class for sources.	142
Crosstales.BWF.Demo.SourceEntry	
Wrapper for sources.	143
Crosstales.DJ.Demo.Util.SpectrumVisualizer	
Simple spectrum visualizer.	144
Crosstales.UI.StaticManager	
Static Button Manager.	145
Crosstales.BWF.EditorTask.Telemetry	
Gather some telemetry data for the asset.	145
Crosstales.UI.UIDrag	
Allow to Drag the Windows arround.	146
Crosstales.UI.UIFocus	
Change the Focus on from a Window.	146
Crosstales.UI.UIWindowManager	
Change the state of all Window panels.	147
Crosstales.BWF.EditorTask.UpdateCheck	
Checks for updates of the asset.	148
Crosstales.UI.WindowManager	
Manager for a Window.	148

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

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

4.2 Crosstales.BWF Namespace Reference

Namespaces

Classes

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

4.3 Crosstales.BWF.Demo Namespace Reference

Classes

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

4.4 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.

4.5 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.

4.6 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 [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.

4.6.1 Enumeration Type Documentation

4.6.1.1 enum Crosstales.BWF.EditorTask.UpdateStatus [strong]

All possible update stati.

4.7 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.

4.8 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.

4.9 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.

4.10 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.

4.10.1 Enumeration Type Documentation

4.10.1.1 enum [Crosstales.BWF.Model.ManagerMask](#) [strong]

Enum for all available managers.

4.11 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.

4.12 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.

4.13 Crosstales.BWF.Util Namespace Reference

Classes

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

4.14 Crosstales.Common Namespace Reference

Namespaces

4.15 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding the given define symbols to PlayerSettings define symbols.
- class [BaseSetupResources](#)
Base for copying all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [OCCheck](#)
Checks if 'Online Check' is installed.

4.16 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseGAApi](#)
Base GA-wrapper API.

4.17 Crosstales.Common.Util Namespace Reference

Classes

- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialized WebClient.
- class [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 [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.

Enumerations

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

4.17.1 Enumeration Type Documentation

4.17.1.1 enum [Crosstales.Common.Util.Platform](#) [strong]

All available platforms.

4.18 Crosstales.DJ Namespace Reference

Namespaces

4.19 Crosstales.DJ.Demo Namespace Reference

Namespaces

4.20 Crosstales.DJ.Demo.Util Namespace Reference

Classes

- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.

4.21 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.

4.22 Crosstales.UI.Util Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.
- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.23 HutongGames Namespace Reference

Namespaces

4.24 HutongGames.PlayMaker Namespace Reference

Namespaces

4.25 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](#).

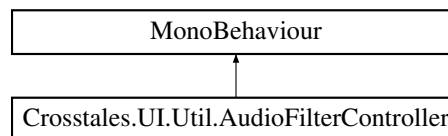
Chapter 5

Class Documentation

5.1 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
- void **ResetAudioFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

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

5.1.1 Detailed Description

Controller for audio filters.

5.1.2 Member Data Documentation

5.1.2.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

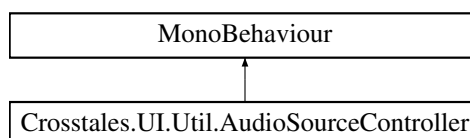
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

5.2 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
- void **ResetAudioFilters** ()
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

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

5.2.1 Detailed Description

Controller for AudioSources.

5.2.2 Member Data Documentation

5.2.2.1 AudioSource [] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

5.2.2.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

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

5.2.2.3 `bool Crosstales.UI.Util.AudioSourceController.Loop = false`

Loop on/off (default: false).

5.2.2.4 `bool Crosstales.UI.Util.AudioSourceController.Mute = false`

Mute on/off (default: false).

5.2.2.5 `float Crosstales.UI.Util.AudioSourceController.Pitch = 1f`

Pitch of the audio (default: 1).

5.2.2.6 `bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true`

Resets all active AudioSources (default: true).

5.2.2.7 `float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f`

Stereo pan of the audio (default: 0).

5.2.2.8 `float Crosstales.UI.Util.AudioSourceController.Volume = 1f`

Volume of the audio (default: 1)

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

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs`

5.3 Crosstales.BWF.EditorTask.AutoInitialize Class Reference

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

5.3.1 Detailed Description

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

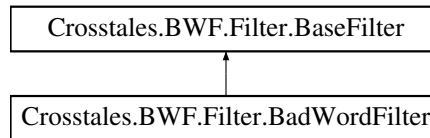
The documentation for this class was generated from the following file:

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

5.4 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 replaceCharacters, 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

5.4.1 Detailed Description

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

5.4.2 Constructor & Destructor Documentation

5.4.2.1 `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.

5.4.3 Member Function Documentation

5.4.3.1 `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](#).

5.4.3.2 `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](#).

5.4.3.3 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](#).

5.4.3.4 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](#).

5.4.4 Member Data Documentation

5.4.4.1 string [Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters](#)

Replace characters for bad words.

5.4.4.2 bool Crosstales.BWF.Filter.BadWordFilter.ReplaceLeetSpeak

Replace Leet speak in the input string.

5.4.4.3 bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck

Use simple detection algorithm.

5.4.5 Property Documentation

5.4.5.1 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.

5.4.5.2 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.

5.4.5.3 override bool Crosstales.BWF.Filter.BadWordFilter.isReady [get]

Checks the readiness status of the filter.

Returns

True if the filter is ready.

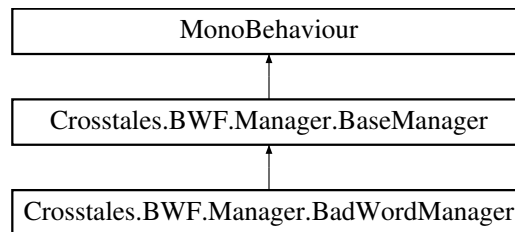
The documentation for this class was generated from the following file:

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

5.5 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="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words.
- static string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
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.*

5.5.1 Detailed Description

[Manager](#) for for bad words.

5.5.2 Member Function Documentation

5.5.2.1 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

5.5.2.2 `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

5.5.2.3 `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

5.5.2.4 `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)

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

Loads the current filter with all settings from this object.

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

5.5.2.7 `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

5.5.2.8 `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

5.5.2.9 `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)

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

5.5.3 Member Data Documentation

5.5.3.1 `System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWordManager.Bad↔WordProviderLTR`

List of all left-to-right providers.

5.5.3.2 `System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWordManager.Bad↔WordProviderRTL`

List of all right-to-left providers.

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

Replace characters for bad words (default: *).

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

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

5.5.3.5 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).

5.5.4 Property Documentation

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

Checks the readiness status of the manager.

Returns

True if the manager is ready.

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

Replace Leet speak in the input string.

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

Use simple detection algorithm.

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

Replace characters for bad words.

5.5.4.5 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

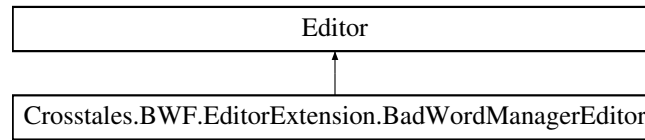
The documentation for this class was generated from the following file:

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

5.6 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** ()

5.6.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

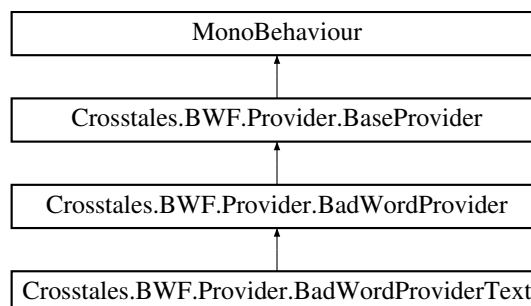
The documentation for this class was generated from the following file:

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

5.7 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** ()
Lloads 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 > [Exact↔
BadwordsRegex](#) [get, protected set]
Exact RegEx for bad words.
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.Regular↔
Expressions.Regex > > [DebugExactBadwordsRegex](#) [get, protected set]
Debug-version of "Exact RegEx for bad words".
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > [Simple↔
Badwords](#) [get, protected set]
Simplified version of "RegEx for bad words".

Additional Inherited Members

5.7.1 Detailed Description

Base class for bad word providers.

5.7.2 Member Function Documentation

5.7.2.1 override void Crosstales.BWF.Provider.BadWordProvider.init () [protected],[virtual]

Intialize the provider.

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

5.7.2.2 override void Crosstales.BWF.Provider.BadWordProvider.Load () [virtual]

Loads all sources.

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

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

5.7.3 Property Documentation

5.7.3.1 `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".

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

Exact RegEx for bad words.

5.7.3.3 `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".

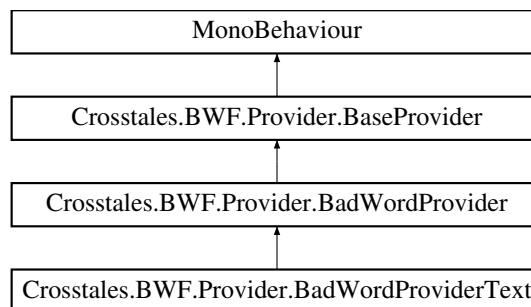
The documentation for this class was generated from the following file:

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

5.8 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

5.8.1 Detailed Description

Text-file based bad word provider.

5.8.2 Member Function Documentation

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

Loads all sources.

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

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

Saves all sources.

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

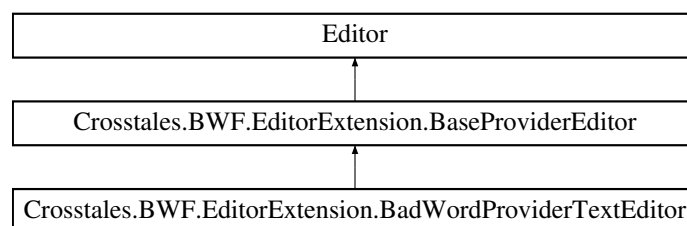
The documentation for this class was generated from the following file:

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

5.9 Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:



Additional Inherited Members

5.9.1 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/Plugins/crosstales/BadWordFilter/↔ Editor/Extension/BadWordProviderTextEditor.cs

5.10 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](#) = new System.Collections.Generic.List<string>()
List of all bad words (RegEx).

5.10.1 Detailed Description

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

5.10.2 Constructor & Destructor Documentation

5.10.2.1 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).

5.10.3 Member Data Documentation

5.10.3.1 System.Collections.Generic.List<string> Crosstales.BWF.Model.BadWords.BadWordList = new System.Collections.Generic.List<string>()

List of all bad words (RegEx).

5.10.3.2 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/Plugins/crosstaes/BadWordFilter/↔ Scripts/Model/BadWords.cs

5.11 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**
- [Crosstaes.BWF.Model.ManagerMask Filter](#) = Crosstaes.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

5.11.1 Detailed Description

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

5.11.2 Member Data Documentation

5.11.2.1 FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false

Enable EndlessFilter-mode (default: false).

5.11.2.2 FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f

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

5.11.2.3 Crosstales.BWF.Model.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter = Crosstales.BWF.Model.ManagerMask.All

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

5.11.2.4 FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources

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

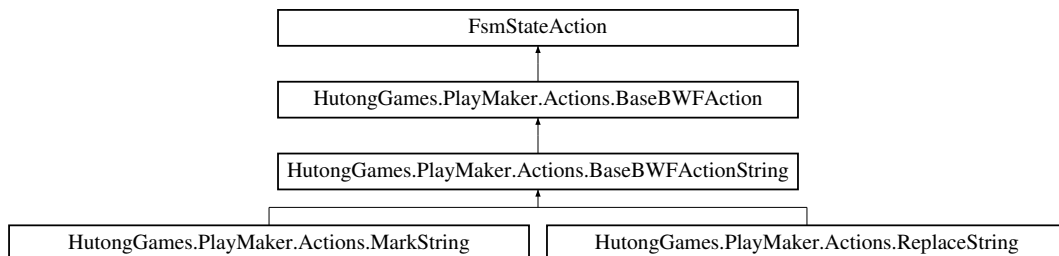
The documentation for this class was generated from the following file:

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

5.12 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

5.12.1 Detailed Description

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

5.12.2 Member Data Documentation

5.12.2.1 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText

Output string of the validation (output).

5.12.2.2 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text

Input string for validation.

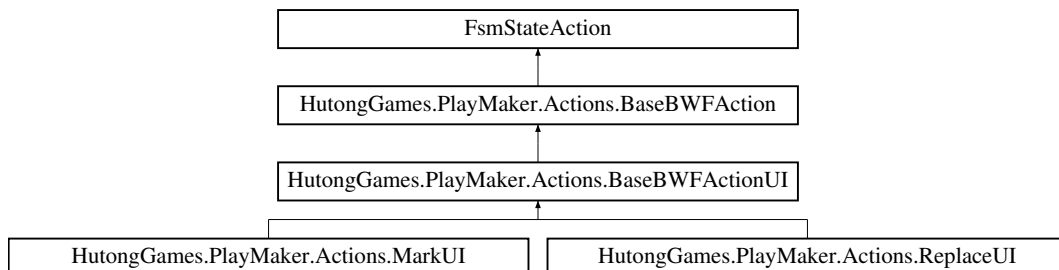
The documentation for this class was generated from the following file:

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

5.13 HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:



Public Attributes

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

Additional Inherited Members

5.13.1 Detailed Description

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

5.13.2 Member Data Documentation

5.13.2.1 Text HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText

Output field of the validation (output).

5.13.2.2 InputField 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/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionUI.cs

5.14 Crosstales.BWF.PlayMaker.BaseBWFEditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.BWF.PlayMaker.BaseBWFEditor:



Public Member Functions

- override bool **OnGUI** ()

5.14.1 Detailed Description

Base-class for custom editors.

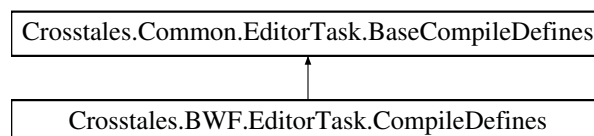
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/BaseBWFEditor.cs

5.15 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Protected Member Functions

- static void **setCompileDefines** (string[] symbols)

5.15.1 Detailed Description

Base for adding the given define symbols to PlayerSettings define symbols.

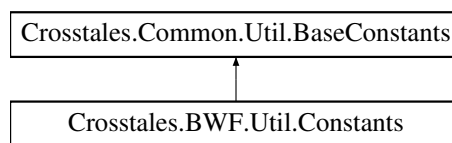
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs

5.16 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011IN←GT"
URL of the crosstales assets in UAS.
- 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=1011IN←GT"
URL of the 3rd party asset "PlayMaker".
- const int **FACTOR_KB** = 1024

Factor for kilo bytes.

- const int **FACTOR_MB** = **FACTOR_KB** * 1024

Factor for mega bytes.

- const int **FACTOR_GB** = **FACTOR_MB** * 1024

Factor for giga bytes.

- const float **FLOAT_32768** = 32768f

Float value of 32768.

- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"

ToString for two decimal places.

- const string **FORMAT_NO_DECIMAL_PLACES** = "0"

ToString for no decimal places.

- const string **FORMAT_PERCENT** = "0%"

ToString for percent.

- const bool **DEFAULT_DEBUG** = false

- const string **PATH_DELIMITER_WINDOWS** = @"\\"

Path delimiter for Windows.

- const string **PATH_DELIMITER_UNIX** = "/"

Path delimiter for Unix.

Static Public Attributes

- static bool **DEV_DEBUG** = false

Development debug logging for the asset.

- static string **TEXT_TOSTRING_END** = "}"

- static string **TEXT_TOSTRING_DELIMITER** = ", "

- static string **TEXT_TOSTRING_DELIMITER_END** = ""

- static string **TEXT_TOSTRING_START** = "{"

- static string **PREFIX_HTTP** = "http://"

- static string **PREFIX_HTTPS** = "https://"

Properties

- static string **PREFIX_FILE** [get]

5.16.1 Detailed Description

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

5.16.2 Member Data Documentation

- 5.16.2.1 const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT" ↩

URL of the 3rd party asset "PlayMaker".

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

Author of the asset.

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

URL of the asset author.

5.16.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT"`

URL of the crosstales assets in UAS.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

5.16.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"`

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

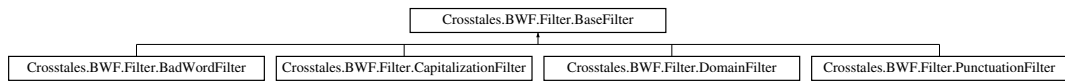
The documentation for this class was generated from the following file:

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

5.17 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="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words.
- virtual string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
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.

5.17.1 Detailed Description

Base class for all filters.

5.17.2 Member Function Documentation

5.17.2.1 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](#).

5.17.2.2 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](#).

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

5.17.2.4 `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](#).

5.17.2.5 `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](#).

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

5.17.3 Member Data Documentation

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

Postfix for every found bad word.

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

Prefix for every found bad word.

5.17.4 Property Documentation

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

Checks the readiness status of the current filter.

Returns

True if the filter is ready.

5.17.4.2 `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

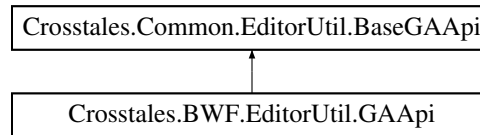
The documentation for this class was generated from the following file:

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

5.18 Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseGAApi:



Static Public Member Functions

- static void [Event](#) (string name, string version, string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.18.1 Detailed Description

Base GA-wrapper API.

5.18.2 Member Function Documentation

5.18.2.1 static void `Crosstales.Common.EditorUtil.BaseGAApi.Event (string name, string version, 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.

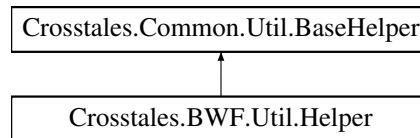
The documentation for this class was generated from the following file:

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

5.19 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



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 [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.

Parameters

url	URL to clean
removeProtocol	Remove the protocol, e.g. http:// (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

Returns

Clean URL

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

Properties

- static bool [IsInternetAvailable](#) [get]

- Checks if an Internet connection is available.*

 - static bool `isWindowsPlatform` [get]
- Checks if the current platform is Windows.*

 - static bool `isMacOSPlatform` [get]
- Checks if the current platform is OSX.*

 - static bool `isLinuxPlatform` [get]
- Checks if the current platform is Linux.*

 - static bool `isStandalonePlatform` [get]
- Checks if the current platform is standalone (Windows, macOS or Linux).*

 - static bool `isAndroidPlatform` [get]
- Checks if the current platform is Android.*

 - static bool `isIOSPlatform` [get]
- Checks if the current platform is iOS.*

 - static bool `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 `isEditor` [get]
- Checks if we are inside the Editor.*

 - static bool `isEditorMode` [get]
- Checks if we are in Editor mode.*

5.19.1 Detailed Description

Base for various helper functions.

5.19.2 Member Function Documentation

5.19.2.1 static string Crosstales.Common.Util.BaseHelper.ClearLineEndings (string text) [static]

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

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

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

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

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

5.19.2.4 static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (long *bytes*) [static]

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

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

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

Parameters

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

Returns

True if the current platform is supported.

5.19.2.7 static bool Crosstales.Common.Util.BaseHelper.IsValidURL (string url) [static]

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

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

HTTPS-certification callback.

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

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

Parameters

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

Returns

Splitted lines as array

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

Validates a given file.

Parameters

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

Returns

Valid file path

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.19.3 Property Documentation

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.19.3.2 `bool Crosstales.Common.Util.BaseHelper.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).

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

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

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

Returns

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

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

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

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

Returns

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

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

Checks if the current platform is WebPlayer.

Returns

True if the current platform is WebPlayer.

5.19.3.13 `bool Crosstales.Common.Util.BaseHelper.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).

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

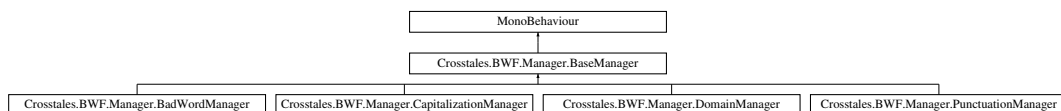
The documentation for this class was generated from the following file:

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

5.20 Crosstales.BWF.Manager.BaseManager Class Reference

Base class for all managers.

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



Public Attributes

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

5.20.1 Detailed Description

Base class for all managers.

5.20.2 Member Data Documentation

5.20.2.1 bool Crosstales.BWF.Manager.BaseManager.DontDestroy = true

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

5.20.2.2 string Crosstales.BWF.Manager.BaseManager.MarkPostfix = "</color>"

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

5.20.2.3 string Crosstales.BWF.Manager.BaseManager.MarkPrefix = "<color=red>"

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

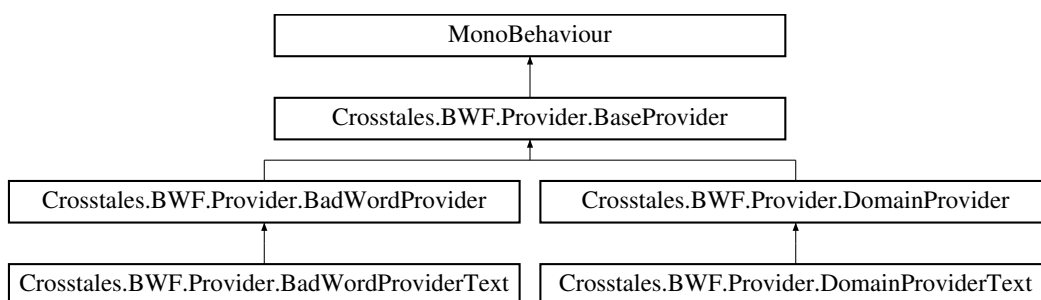
The documentation for this class was generated from the following file:

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

5.21 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:



Public Member Functions

- abstract void [Load](#) ()
Lloads 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.

5.21.1 Detailed Description

Base class for all providers.

5.21.2 Member Function Documentation

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

Intialize the provider.

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

5.21.2.2 `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](#).

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

Saves all sources.

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

5.21.3 Member Data Documentation

5.21.3.1 `bool Crosstales.BWF.Provider.BaseProvider.ClearOnLoad = true`

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

5.21.3.2 `string Crosstales.BWF.Provider.BaseProvider.Name = string.Empty`

Name to identify the provider.

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

Option1 (default: `RegexOptions.IgnoreCase`).

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

Option2 (default: `RegexOptions.CultureInvariant`).

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

Option3 (default: `RegexOptions.None`).

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

Option4 (default: `RegexOptions.None`).

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

Option5 (default: `RegexOptions.None`).

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

All sources for this provider.

5.21.4 Property Documentation

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

Checks the readiness status of the provider.

Returns

True if the provider is ready.

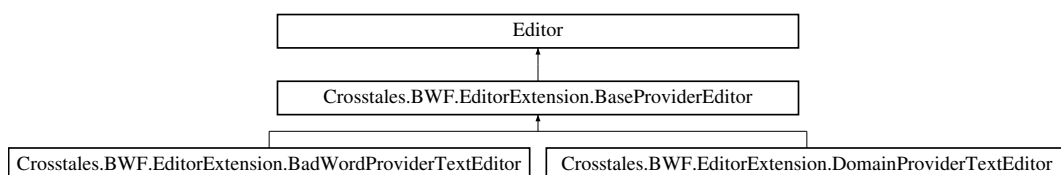
The documentation for this class was generated from the following file:

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

5.22 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** ()

5.22.1 Detailed Description

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

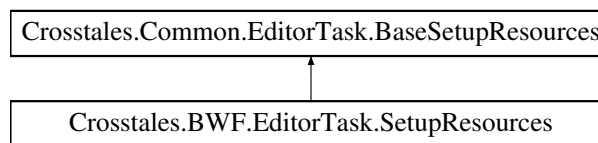
The documentation for this class was generated from the following file:

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

5.23 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.23.1 Detailed Description

Base for copying all resources to 'Editor Default Resources'.

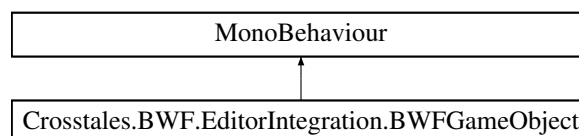
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/BaseSetupResources.cs

5.24 Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.BWF.EditorIntegration.BWFGameObject:



5.24.1 Detailed Description

Editor component for the "Hierarchy"-menu.

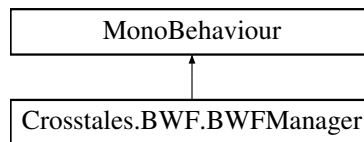
The documentation for this class was generated from the following file:

- `D:/slauberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/BWFGameObject.cs`

5.25 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, ref 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, ref 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, ref 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="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words.
- static string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.

Properties

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

5.25.1 Detailed Description

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

5.25.2 Member Function Documentation

5.25.2.1 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

5.25.2.2 static void [Crosstales.BWF.BWFManager.ContainsMT](#) (out bool *result*, ref 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
---------------	------------------------------------------

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)

5.25.2.3 `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

5.25.2.4 `static void Crosstales.BWF.BWFManager.GetAllMT (out System.Collections.Generic.List< string > result, ref 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
<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)

5.25.2.5 `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)
-------------	-----------------------------------------------------

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

5.25.2.7 `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

5.25.2.8 `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

5.25.2.9 `static void Crosstales.BWF.BWFManager.ReplaceAllMT (out string result, ref 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)

5.25.2.10 `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

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

5.25.3 Property Documentation

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

Checks the readiness status of all managers.

Returns

True if all managers are ready.

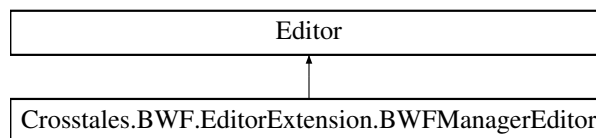
The documentation for this class was generated from the following file:

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

5.26 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** ()

5.26.1 Detailed Description

Custom editor for the 'BWFManager'-class.

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

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

5.27 Crosstales.BWF.EditorIntegration.BWFMenu Class Reference

Editor component for the "Tools"-menu.

5.27.1 Detailed Description

Editor component for the "Tools"-menu.

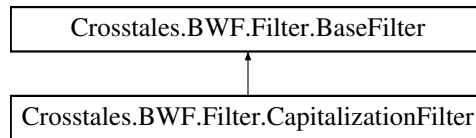
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Integration/BWFMenu.cs

5.28 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

5.28.1 Detailed Description

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

5.28.2 Constructor & Destructor Documentation

5.28.2.1 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.

5.28.3 Member Function Documentation

5.28.3.1 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](#).

5.28.3.2 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](#).

5.28.3.3 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](#).

5.28.3.4 `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](#).

5.28.4 Property Documentation

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

Defines the number of allowed capital letters in a row.

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

Checks the readiness status of the filter.

Returns

True if the filter is ready.

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

RegEx to find excessive capitalization.

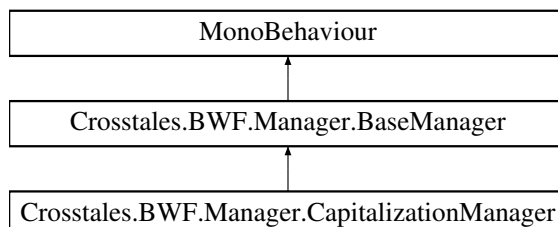
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Filter/CapitalizationFilter.cs

5.29 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="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words.
- static string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
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.

5.29.1 Detailed Description

[Manager](#) for excessive capitalization.

5.29.2 Member Function Documentation

5.29.2.1 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

5.29.2.2 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

5.29.2.3 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

5.29.2.4 `static void Crosstales.BWF.Manager.CapitalizationManager.GetAllMT (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

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

Loads the current filter with all settings from this object.

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

5.29.2.7 `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

5.29.2.8 `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

5.29.2.9 `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

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

5.29.3 Member Data Documentation

5.29.3.1 `int Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber = 3`

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

5.29.4 Property Documentation

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

Defines the number of allowed punctuation letters in a row.

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

Checks the readiness status of the manager.

Returns

True if the manager is ready.

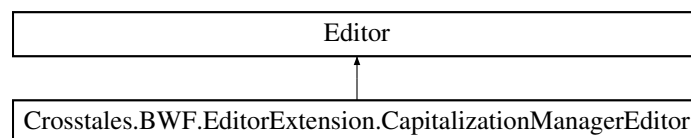
The documentation for this class was generated from the following file:

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

5.30 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** ()

5.30.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

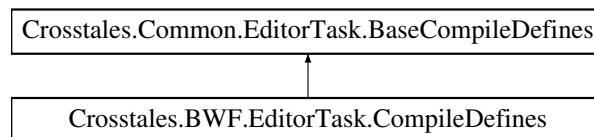
The documentation for this class was generated from the following file:

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

5.31 Crosstales.BWF.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.BWF.EditorTask.CompileDefines:



Additional Inherited Members

5.31.1 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/Plugins/crosstales/BadWordFilter/↔ Editor/Task/CompileDefines.cs

5.32 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.

5.32.1 Detailed Description

Configuration for the asset.

5.32.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.32.3 Member Data Documentation

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

Enable or disable debug logging for the asset.

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

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

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

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

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

Don't destroy the objects during scene switches.

Is the configuration loaded?

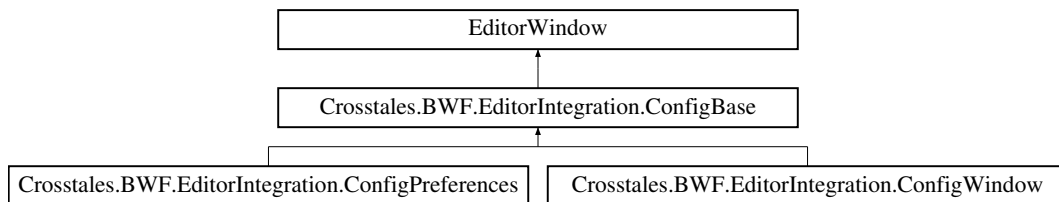
The documentation for this class was generated from the following file:

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

5.33 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** ()

5.33.1 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/Plugins/crosstales/BadWordFilter/Editor/Integration/ConfigBase.cs

5.34 Crosstales.BWF.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.34.1 Detailed Description

Loads the configuration at startup.

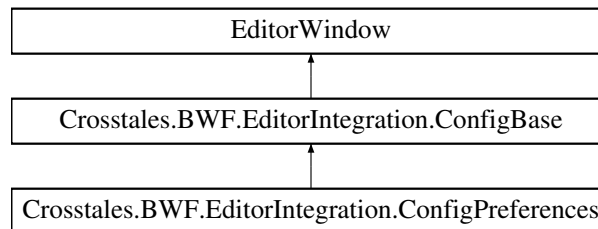
The documentation for this class was generated from the following file:

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

5.35 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.35.1 Detailed Description

Unity "Preferences" extension.

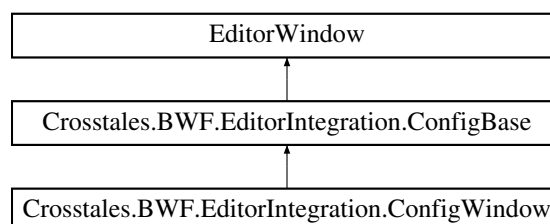
The documentation for this class was generated from the following file:

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

5.36 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

5.36.1 Detailed Description

Editor window extension.

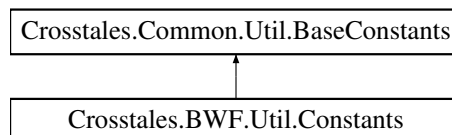
The documentation for this class was generated from the following file:

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

5.37 Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.BWF.Util.Constants:



Public Attributes

- const string **ASSET_NAME** = "BWF PRO"
Name of the asset.
- const string **ASSET_VERSION** = "2.9.9"
Version of the asset.
- const int **ASSET_BUILD** = 299
Build number of the asset.
- 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/BadWordFilter-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/pXICeRkRPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string [ASSET_VIDEO_TUTORIAL](#) = "https://youtu.be/W8FxFIIObWM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- 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_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(2018, 1, 8)
Change date of the asset (YYYY, MM, DD).

Additional Inherited Members

5.37.1 Detailed Description

Collected constants of very general utility for the asset.

5.37.2 Member Data Documentation

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

URL of the asset API.

5.37.2.2 `const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 299`

Build number of the asset.

5.37.2.3 `readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2018, 1, 8)`
`[static]`

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

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

Contact to the owner of the asset.

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

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

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

URL of the asset forum.

5.37.2.7 `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.

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

Name of the asset.

5.37.2.9 `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.

5.37.2.10 `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

5.37.2.11 `const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2.9.9"`

Version of the asset.

5.37.2.12 `const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRkARPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.37.2.13 `const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFIIObWM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

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

URL of the asset in crosstales.

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

Is PRO-version?

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

[BWF](#) prefab scene name.

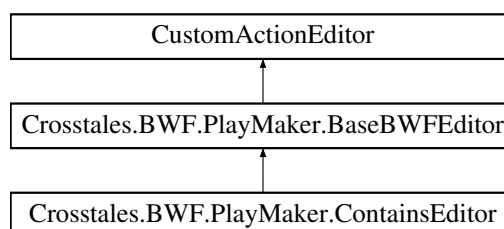
The documentation for this class was generated from the following file:

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

5.38 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for `Crosstales.BWF.PlayMaker.ContainsEditor`:



Additional Inherited Members

5.38.1 Detailed Description

Custom editor for the ContainsString-action.

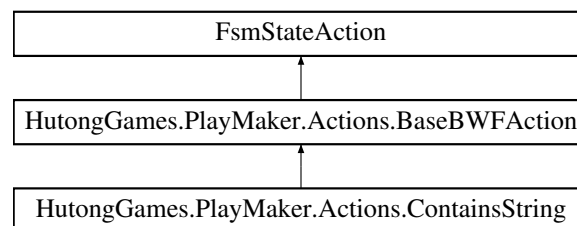
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ContainsEditor.cs

5.39 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

5.39.1 Detailed Description

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

5.39.2 Member Data Documentation

5.39.2.1 FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains

True if 'Text' contains any bad words.

5.39.2.2 FsmString HutongGames.PlayMaker.Actions.ContainsString.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/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ContainsString.cs

5.40 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static 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.

5.40.1 Detailed Description

Wrapper for the PlayerPrefs.

5.40.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

5.40.2.4 `static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (string key) [static]`

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

5.40.2.5 `static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (string key) [static]`

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

5.40.2.6 `static string Crosstales.Common.Util.CTPlayerPrefs.GetString (string key) [static]`

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

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

Exists the key?

Parameters

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

Returns

Value for the key.

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

Saves all modifications.

5.40.2.9 `static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (string key, bool value) [static]`

Allows to set a bool for a key.

Parameters

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

5.40.2.10 `static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (string key, float value) [static]`

Allows to set a float for a key.

Parameters

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

5.40.2.11 `static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (string key, int value) [static]`

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

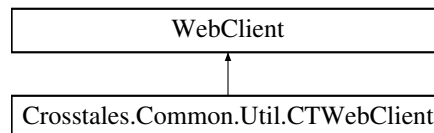
The documentation for this class was generated from the following file:

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

5.41 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

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

Properties

- int **Timeout** [get, set]
Timeout in milliseconds
- int **ConnectionLimit** [get, set]
Connection limit for all WebClients

5.41.1 Detailed Description

Specialized WebClient.

5.41.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

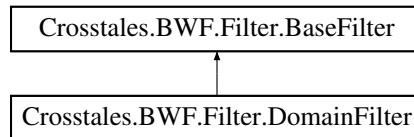
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.42 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

5.42.1 Detailed Description

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

5.42.2 Constructor & Destructor Documentation

- 5.42.2.1 [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

5.42.3 Member Function Documentation

5.42.3.1 `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](#).

5.42.3.2 `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](#).

5.42.3.3 `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](#).

5.42.3.4 `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](#).

5.42.4 Member Data Documentation

5.42.4.1 `string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters`

Replace characters for domains.

5.42.5 Property Documentation

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

List of all domain providers.

Returns

All domain providers.

5.42.5.2 override bool Crosstales.BWF.Filter.DomainFilter.isReady [get]

Checks the readiness status of the filter.

Returns

True if the filter is ready.

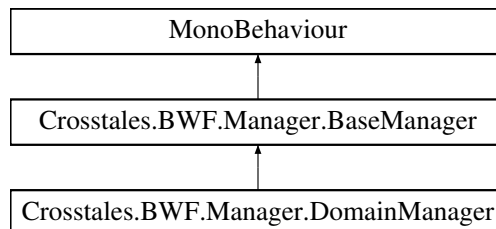
The documentation for this class was generated from the following file:

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

5.43 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="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words.
- static string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
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.*

5.43.1 Detailed Description

[Manager](#) for domains.

5.43.2 Member Function Documentation

5.43.2.1 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

5.43.2.2 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

5.43.2.3 `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

5.43.2.4 `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)

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

Loads the current filter with all settings from this object.

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

5.43.2.7 `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

5.43.2.8 `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

5.43.2.9 `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)

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

5.43.3 Member Data Documentation

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

List of all domain providers.

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

Replace characters for domains (default: *).

5.43.4 Property Documentation

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

Checks the readiness status of the manager.

Returns

True if the manager is ready.

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

Replace characters for domains.

5.43.4.3 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

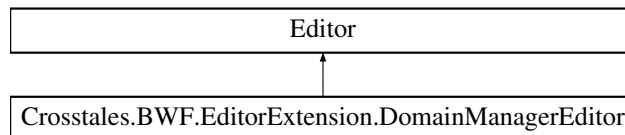
The documentation for this class was generated from the following file:

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

5.44 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** ()

5.44.1 Detailed Description

Custom editor for the 'DomainManager'-class.

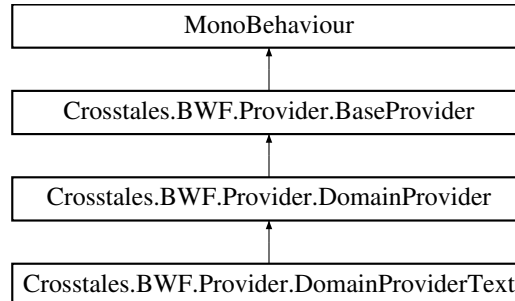
The documentation for this class was generated from the following file:

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

5.45 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

5.45.1 Detailed Description

Base class for domain providers.

5.45.2 Member Function Documentation

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

Initialize the provider.

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

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

Loads all sources.

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

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

5.45.3 Property Documentation

5.45.3.1 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".

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

RegEx for domains.

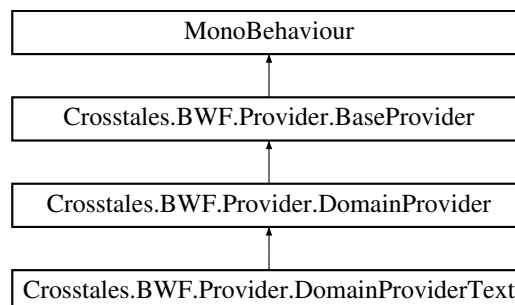
The documentation for this class was generated from the following file:

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

5.46 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

5.46.1 Detailed Description

Text-file based domain provider.

5.46.2 Member Function Documentation

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

Loads all sources.

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

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

Saves all sources.

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

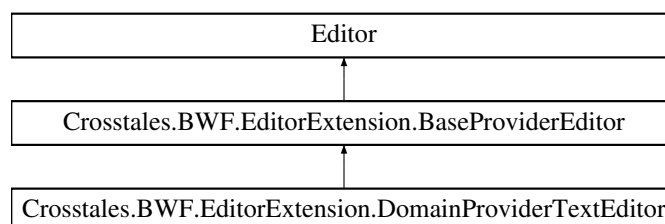
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/DomainProviderText.cs

5.47 Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



Additional Inherited Members

5.47.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

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

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

5.48 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](#) = new System.Collections.Generic.List<string>()
List of all domains (Regex).

5.48.1 Detailed Description

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

5.48.2 Constructor & Destructor Documentation

5.48.2.1 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).

5.48.3 Member Data Documentation

5.48.3.1 System.Collections.Generic.List<string> Crosstales.BWF.Model.Domains.DomainList = new System.Collections.Generic.List<string>()

List of all domains (RegEx).

5.48.3.2 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/Plugins/crosstales/BadWordFilter/↔ Scripts/Model/Domains.cs

5.49 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 [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.

5.49.1 Detailed Description

Editor configuration for the asset.

5.49.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.49.3 Member Data Documentation

5.49.3.1 bool Crosstales.BWF.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]

Enable or disable the icon in the hierarchy.

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

Is the configuration loaded?

5.49.3.3 bool Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]

Automatically load and add the prefabs to the scene.

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

Enable or disable reminder-checks for the asset.

5.49.3.5 `bool Crosstales.BWF.EditorUtil.EditorConfig.TELEMTRY = EditorConstants.DEFAULT_TELEMTRY` [static]

Enable or disable anonymous telemetry data.

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

Enable or disable update-checks for the asset.

5.49.4 Property Documentation

5.49.4.1 `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.

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

5.50 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_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** = "/Plugins/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.

5.50.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.50.2 Member Data Documentation

5.50.2.1 string Crosstales.BWF.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/" [static]

Sub-path to the prefabs.

5.50.3 Property Documentation

5.50.3.1 System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET_UID [static],[get]

Returns the UID of the asset.

Returns

The UID of the asset.

5.50.3.2 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/Plugins/crosstales/BadWordFilter/↔ Editor/Util/EditorConstants.cs

5.51 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.

5.51.1 Detailed Description

Editor helper class.

5.51.2 Member Function Documentation

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

Shows a "BWF unavailable"-UI.

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

Instantiates a prefab.

Parameters

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

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

Generates a read-only text field with a label.

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

Shows a separator-UI.

Parameters

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

5.51.3 Member Data Documentation

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

Start index inside the "GameObject"-menu.

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

Start index inside the "Tools"-menu.

5.51.4 Property Documentation

5.51.4.1 `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:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Util/EditorHelper.cs`

5.52 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains all given strings.
- static void [CTShuffle< T >](#) (this T[] array)
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[] [CTToString< T >](#) (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for Lists. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.List< T > list)
Extension method for Lists. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.List< T > list)
Extension method for Lists. Generates a string list with all entries (via ToString).
- 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.

5.52.1 Detailed Description

Various extension methods.

5.52.2 Member Function Documentation

- 5.52.2.1 static void Crosstales.ExtensionMethods.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.

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.52.2.5 `static string Crosstales.ExtensionMethods.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.

5.52.2.6 `static string Crosstales.ExtensionMethods.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.

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.52.2.9 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[] array) [static]`

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.52.2.10 `static void Crosstales.ExtensionMethods.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.
-------------	---------------------------

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

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

Parameters

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

Returns

String array with all entries (via ToString).

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

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

Parameters

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

Returns

String list with all entries (via ToString).

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

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

Parameters

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

Returns

Converted string in title case.

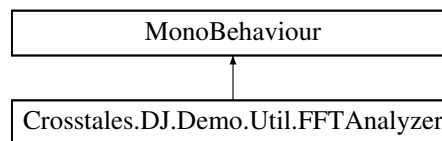
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.53 Crosstales.DJ.Demo.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.DJ.Demo.Util.FFTAnalyzer:

**Public Member Functions**

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMMode** = FFTWindow.BlackmanHarris

5.53.1 Detailed Description

FFT analyzer for an audio channel.

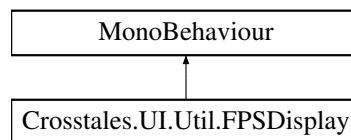
The documentation for this class was generated from the following file:

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

5.54 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**

5.54.1 Detailed Description

Simple FPS-Counter.

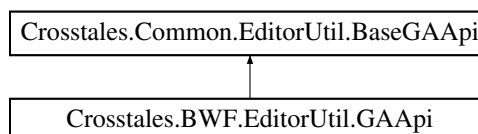
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs`

5.55 Crosstales.BWF.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.BWF.EditorUtil.GAApi:



Static Public Member Functions

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

5.55.1 Detailed Description

GA-wrapper API.

5.55.2 Member Function Documentation

5.55.2.1 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.

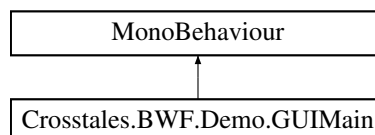
The documentation for this class was generated from the following file:

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

5.56 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)

5.56.1 Detailed Description

Main GUI controller.

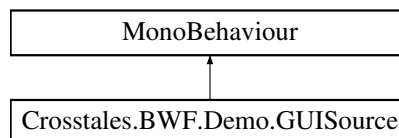
The documentation for this class was generated from the following file:

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

5.57 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)`

5.57.1 Detailed Description

Generates a scrollable list of sources.

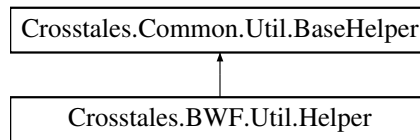
The documentation for this class was generated from the following file:

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

5.58 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.BWF.Util.Helper:



Static Public Member Functions

- static string [CreateReplaceString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.

Properties

- static bool [isSupportedPlatform](#) [get]
Checks if the current platform is supported.

5.58.1 Detailed Description

Various helper functions.

5.58.2 Member Function Documentation

5.58.2.1 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

5.58.3 Property Documentation

5.58.3.1 bool Crosstales.BWF.Util.Helper.isSupportedPlatform [static],[get]

Checks if the current platform is supported.

Returns

True if the current platform is supported.

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

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

5.59 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.59.1 Detailed Description

Show the configuration window on the first launch.

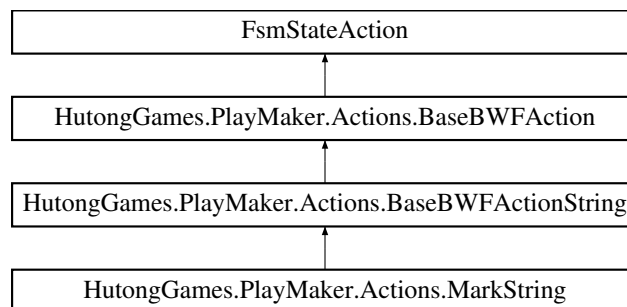
The documentation for this class was generated from the following file:

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

5.60 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

5.60.1 Detailed Description

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

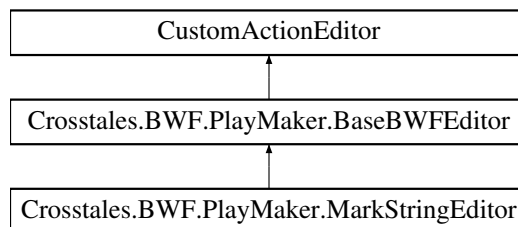
The documentation for this class was generated from the following file:

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

5.61 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



Additional Inherited Members

5.61.1 Detailed Description

Custom editor for the MarkString-action.

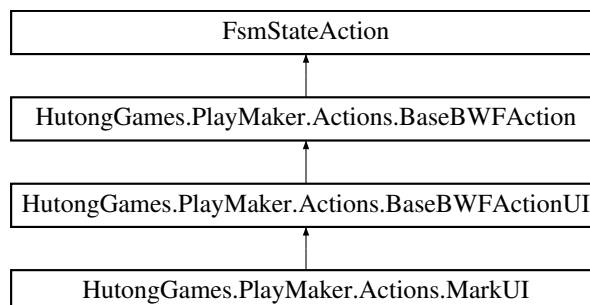
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkStringEditor.cs

5.62 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

5.62.1 Detailed Description

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

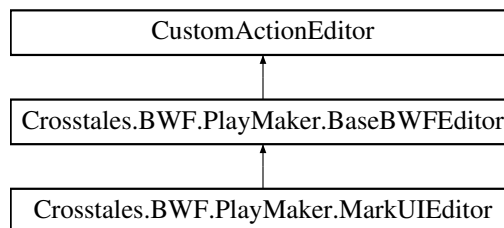
The documentation for this class was generated from the following file:

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

5.63 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



Additional Inherited Members

5.63.1 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/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkUIEditor.cs

5.64 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.64.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/NYCheck.cs

5.65 Crosstales.Common.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

5.65.1 Detailed Description

Checks if 'Online Check' is installed.

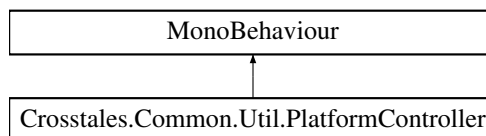
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/OCCheck.cs

5.66 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual 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.

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- [Platform](#) **currentPlatform**

5.66.1 Detailed Description

Enables or disable game objects for a given platform.

5.66.2 Member Data Documentation

5.66.2.1 GameObject [] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

5.66.2.2 System.Collections.Generic.List<Platform> Crosstales.Common.Util.PlatformController.Platforms

Selected platforms for the controller.

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

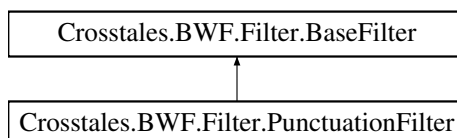
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs

5.67 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

5.67.1 Detailed Description

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

5.67.2 Constructor & Destructor Documentation

5.67.2.1 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.

5.67.3 Member Function Documentation

5.67.3.1 `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](#).

5.67.3.2 `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](#).

5.67.3.3 `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](#).

5.67.3.4 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](#).

5.67.4 Property Documentation

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

Defines the number of allowed punctuations in a row.

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

Checks the readiness status of the filter.

Returns

True if the filter is ready.

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

RegEx to find excessive punctuation.

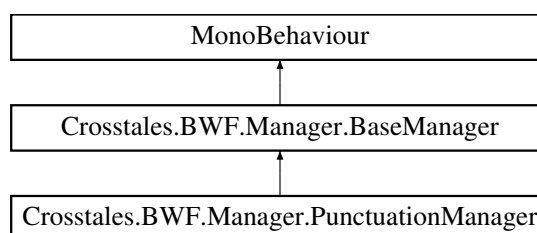
The documentation for this class was generated from the following file:

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

5.68 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="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words.
- static string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
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.

5.68.1 Detailed Description

Manager for excessive punctuation.

5.68.2 Member Function Documentation

5.68.2.1 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

5.68.2.2 `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

5.68.2.3 `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

5.68.2.4 `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

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

Loads the current filter with all settings from this object.

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

5.68.2.7 `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

5.68.2.8 `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

5.68.2.9 `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

5.68.2.10 `static string Crosstales.BWF.Manager.PunctuationManager.Unmark (string text, string prefix = "<color=red>", string postfix = "</color>")` `[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

5.68.3 Member Data Documentation

5.68.3.1 `int Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber = 3`

Defines the number of allowed punctuation letters in a row (default: 3).

5.68.4 Property Documentation

5.68.4.1 `int Crosstales.BWF.Manager.PunctuationManager.CharacterNumber` `[static], [get], [set]`

Defines the number of allowed punctuation letters in a row.

5.68.4.2 bool Crosstales.BWF.Manager.PunctuationManager.isReady [static],[get]

Checks the readiness status of the manager.

Returns

True if the manager is ready.

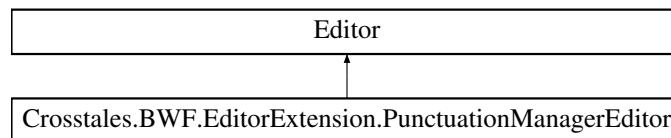
The documentation for this class was generated from the following file:

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

5.69 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** ()

5.69.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

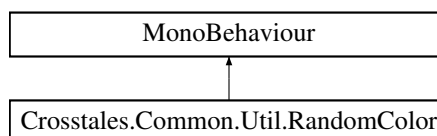
The documentation for this class was generated from the following file:

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

5.70 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)
- float **Saturation** = 1f
- float **Value** = 1f
- float **Opacity** = 1f
- bool **ChangeMaterial** = false
- Material **Material**
- Vector2 **ColorRange** = new Vector2(0f, 360f)
- bool **GrayScale** = false

5.70.1 Detailed Description

Random color changer.

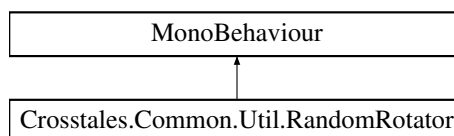
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.71 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector3 **Speed** = new Vector3(15, 15, 15)
- Vector2 **ChangeInterval** = new Vector2(10, 20)

5.71.1 Detailed Description

Random rotation changer.

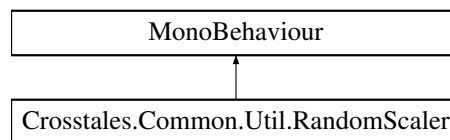
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.72 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
- bool **Uniform** = true
- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.72.1 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/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

5.73 Crosstales.BWF.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.73.1 Detailed Description

Reminds the customer to create an UAS review.

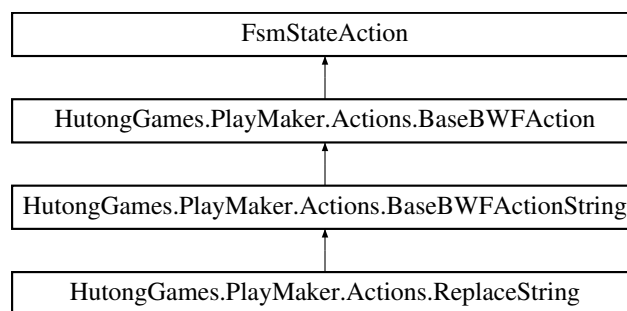
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstaes/BadWordFilter/Editor/Task/ReminderCheck.cs

5.74 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

5.74.1 Detailed Description

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

5.74.2 Member Data Documentation

5.74.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplacelInput = true

Replace the input text with the replaced string (default: true).

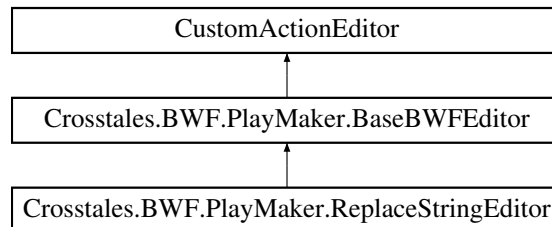
The documentation for this class was generated from the following file:

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

5.75 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



Additional Inherited Members

5.75.1 Detailed Description

Custom editor for the ReplaceString-action.

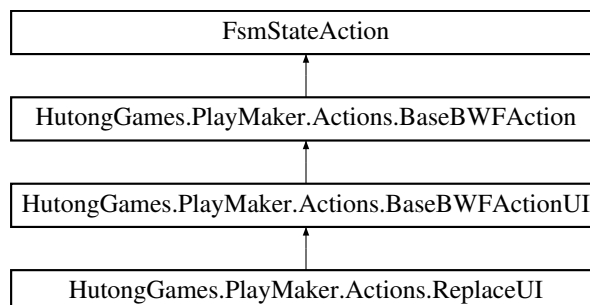
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceStringEditor.cs

5.76 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

5.76.1 Detailed Description

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

5.76.2 Member Data Documentation

5.76.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true

Replace the input text with the replaced string (default: true).

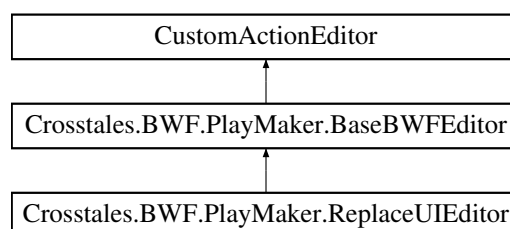
The documentation for this class was generated from the following file:

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

5.77 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:



Additional Inherited Members

5.77.1 Detailed Description

Custom editor for the ReplaceUI-action.

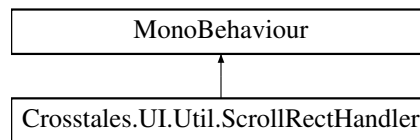
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceUIEditor.cs

5.78 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.78.1 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/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.79 Crosstales.Common.Util.SerializeDeserialize< T > Class Template Reference

Serialize and deserialize objects to/from binary files.

Public Member Functions

- void **ToFile** (T o, string path)
- MemoryStream **ToMemory** (T o)
- Byte[] **ToByteArray** (T o)
- T **FromFile** (string path)
- T **FromMemory** (Byte[] data)

5.79.1 Detailed Description

Serialize and deserialize objects to/from binary files.

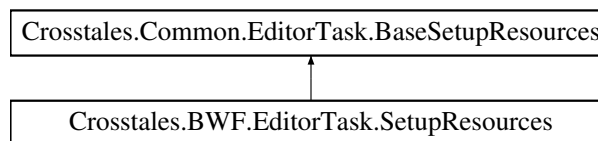
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializeDeSerialize.cs

5.80 Crosstales.BWF.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:



Additional Inherited Members

5.80.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

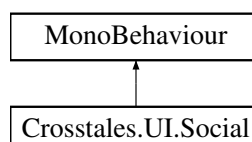
The documentation for this class was generated from the following file:

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

5.81 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** ()

5.81.1 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/Plugins/crosstales/Common/UI/Scripts/Social.cs

5.82 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://', 'file' etc.).
- TextAsset **Resource**
Text file containing all regular expressions for this source.

5.82.1 Detailed Description

Base class for sources.

5.82.2 Member Data Documentation

5.82.2.1 string Crosstales.BWF.Model.Source.Description = string.Empty

Description for the source (optional).

5.82.2.2 Sprite Crosstales.BWF.Model.Source.Icon

Icon to represent the source (e.g. country flag, optional)

5.82.2.3 string Crosstales.BWF.Model.Source.Name = string.Empty

Name of the source.

5.82.2.4 TextAsset Crosstales.BWF.Model.Source.Resource

Text file containing all regular expressions for this source.

5.82.2.5 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.).

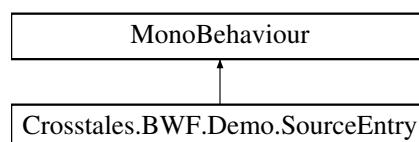
The documentation for this class was generated from the following file:

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

5.83 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)

5.83.1 Detailed Description

Wrapper for sources.

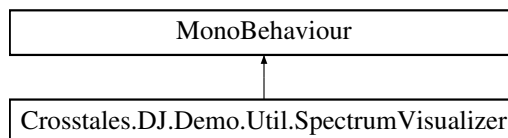
The documentation for this class was generated from the following file:

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

5.84 Crosstales.DJ.Demo.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.DJ.Demo.Util.SpectrumVisualizer:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- [FFTAnalyzer](#) **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true
- float **Opacity** = 1f

5.84.1 Detailed Description

Simple spectrum visualizer.

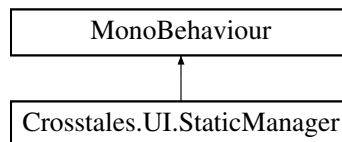
The documentation for this class was generated from the following file:

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

5.85 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** = "https://goo.gl/qwtXyb"

5.85.1 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/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs`

5.86 Crosstales.BWF.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

5.86.1 Detailed Description

Gather some telemetry data for the asset.

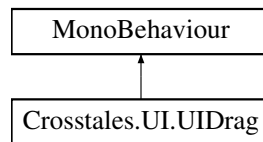
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstailes/BadWordFilter/↔ Editor/Task/Telemetry.cs

5.87 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **BeginDrag** ()
- void **OnDrag** ()

5.87.1 Detailed Description

Allow to Drag the Windows arround.

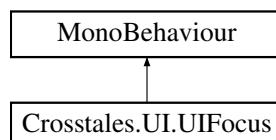
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstailes/Common/UI/↔ Scripts/UIDrag.cs

5.88 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **onPanelEnter** ()

Public Attributes

- string **CanvasName** = "Canvas"

5.88.1 Detailed Description

Change the Focus on from a Window.

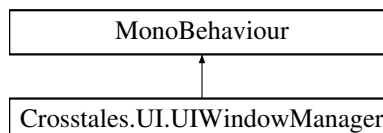
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/UIFocus.cs

5.89 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.

5.89.1 Detailed Description

Change the state of all Window panels.

5.89.2 Member Data Documentation

5.89.2.1 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/Plugins/crosstales/Common/UI/↔ Scripts/UIWindowManager.cs

5.90 Crosstales.BWF.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.90.1 Detailed Description

Checks for updates of the asset.

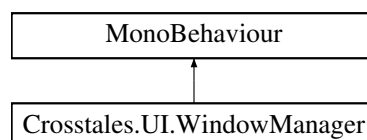
The documentation for this class was generated from the following file:

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

5.91 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).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).

5.91.1 Detailed Description

Manager for a Window.

5.91.2 Member Data Documentation

5.91.2.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.91.2.2 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/Plugins/crosstales/Common/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>

Index

- ASSET_3P_PLAYMAKER
 - Crosstales::Common::Util::BaseConstants, [43](#)
- ASSET_API_URL
 - Crosstales::BWF::Util::Constants, [83](#)
- ASSET_AUTHOR_URL
 - Crosstales::Common::Util::BaseConstants, [44](#)
- ASSET_AUTHOR
 - Crosstales::Common::Util::BaseConstants, [43](#)
- ASSET_BUILD
 - Crosstales::BWF::Util::Constants, [83](#)
- ASSET_CHANGED
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_CONTACT
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_CREATED
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_CT_URL
 - Crosstales::Common::Util::BaseConstants, [44](#)
- ASSET_FORUM_URL
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_MANUAL_URL
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_NAME
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_PATH
 - Crosstales::BWF::EditorUtil::EditorConfig, [107](#)
- ASSET_PRO_URL
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_SOCIAL_FACEBOOK
 - Crosstales::Common::Util::BaseConstants, [44](#)
- ASSET_SOCIAL_LINKEDIN
 - Crosstales::Common::Util::BaseConstants, [44](#)
- ASSET_SOCIAL_TWITTER
 - Crosstales::Common::Util::BaseConstants, [44](#)
- ASSET_SOCIAL_XING
 - Crosstales::Common::Util::BaseConstants, [44](#)
- ASSET_SOCIAL_YOUTUBE
 - Crosstales::Common::Util::BaseConstants, [44](#)
- ASSET_UID
 - Crosstales::BWF::EditorUtil::EditorConstants, [108](#)
- ASSET_UPDATE_CHECK_URL
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_URL
 - Crosstales::BWF::EditorUtil::EditorConstants, [108](#)
- ASSET_VERSION
 - Crosstales::BWF::Util::Constants, [84](#)
- ASSET_VIDEO_PROMO
 - Crosstales::BWF::Util::Constants, [85](#)
- ASSET_VIDEO_TUTORIAL
 - Crosstales::BWF::Util::Constants, [85](#)
- ASSET_WEB_URL
 - Crosstales::BWF::Util::Constants, [85](#)
- AudioSources
 - Crosstales::UI::Util::AudioSourceController, [21](#)
- BWFUnavailable
 - Crosstales::BWF::EditorUtil::EditorHelper, [110](#)
- BadWordFilter
 - Crosstales::BWF::Filter::BadWordFilter, [24](#)
- BadWordList
 - Crosstales::BWF::Model::BadWords, [37](#)
- BadWordProviderLTR
 - Crosstales::BWF::Filter::BadWordFilter, [26](#)
 - Crosstales::BWF::Manager::BadWordManager, [31](#)
- BadWordProviderRTL
 - Crosstales::BWF::Filter::BadWordFilter, [26](#)
 - Crosstales::BWF::Manager::BadWordManager, [31](#)
- BadWords
 - Crosstales::BWF::Model::BadWords, [37](#)
- CTAddRange< T, S >
 - Crosstales::ExtensionMethods, [112](#)
- CTContains
 - Crosstales::ExtensionMethods, [113](#)
- CTContainsAll
 - Crosstales::ExtensionMethods, [113](#)
- CTContainsAny
 - Crosstales::ExtensionMethods, [113](#)
- CTDump< T >
 - Crosstales::ExtensionMethods, [113](#), [114](#)
- CTEquals
 - Crosstales::ExtensionMethods, [114](#)
- CTReplace
 - Crosstales::ExtensionMethods, [114](#)
- CTShuffle< T >
 - Crosstales::ExtensionMethods, [115](#)
- CTToString< T >
 - Crosstales::ExtensionMethods, [115](#)
- CTToTitleCase
 - Crosstales::ExtensionMethods, [116](#)
- CapitalizationCharsNumber
 - Crosstales::BWF::Manager::Capitalization↔
Manager, [77](#)
- CapitalizationFilter
 - Crosstales::BWF::Filter::CapitalizationFilter, [70](#)
- CharacterNumber
 - Crosstales::BWF::Filter::CapitalizationFilter, [72](#)
 - Crosstales::BWF::Filter::PunctuationFilter, [129](#)

- Crosstales::BWF::Manager::Capitalization↔
Manager, [77](#)
- Crosstales::BWF::Manager::PunctuationManager,
[133](#)
- ClearLineEndings
 - Crosstales::Common::Util::BaseHelper, [52](#)
- ClearOnLoad
 - Crosstales::BWF::Provider::BaseProvider, [61](#)
- ClearSpaces
 - Crosstales::Common::Util::BaseHelper, [52](#)
- ClearTags
 - Crosstales::Common::Util::BaseHelper, [53](#)
- ConnectionLimit
 - Crosstales::Common::Util::CTWebClient, [91](#)
- Contains
 - Crosstales::BWF::BWFManager, [65](#)
 - Crosstales::BWF::Filter::BadWordFilter, [24](#)
 - Crosstales::BWF::Filter::BaseFilter, [47](#)
 - Crosstales::BWF::Filter::CapitalizationFilter, [71](#)
 - Crosstales::BWF::Filter::DomainFilter, [93](#)
 - Crosstales::BWF::Filter::PunctuationFilter, [127](#)
 - Crosstales::BWF::Manager::BadWordManager, [28](#)
 - Crosstales::BWF::Manager::Capitalization↔
Manager, [74](#)
 - Crosstales::BWF::Manager::DomainManager, [96](#)
 - Crosstales::BWF::Manager::PunctuationManager,
[130](#)
 - HutongGames::PlayMaker::Actions::Contains↔
String, [87](#)
- ContainsMT
 - Crosstales::BWF::BWFManager, [65](#)
 - Crosstales::BWF::Manager::BadWordManager, [28](#)
 - Crosstales::BWF::Manager::Capitalization↔
Manager, [74](#)
 - Crosstales::BWF::Manager::DomainManager, [96](#)
 - Crosstales::BWF::Manager::PunctuationManager,
[131](#)
- CreateReplaceString
 - Crosstales::BWF::Util::Helper, [121](#)
- Crosstales, [11](#)
- Crosstales.BWF.BWFManager, [64](#)
- Crosstales.BWF.Demo, [11](#)
- Crosstales.BWF.Demo.GUIMain, [118](#)
- Crosstales.BWF.Demo.GUISource, [120](#)
- Crosstales.BWF.Demo.SourceEntry, [143](#)
- Crosstales.BWF.EditorExtension, [12](#)
- Crosstales.BWF.EditorExtension.BWFManagerEditor,
[69](#)
- Crosstales.BWF.EditorExtension.BadWordManager↔
Editor, [33](#)
- Crosstales.BWF.EditorExtension.BadWordProvider↔
TextEditor, [36](#)
- Crosstales.BWF.EditorExtension.BaseProviderEditor,
[62](#)
- Crosstales.BWF.EditorExtension.Capitalization↔
ManagerEditor, [77](#)
- Crosstales.BWF.EditorExtension.DomainManager↔
Editor, [100](#)
- Crosstales.BWF.EditorExtension.DomainProviderText↔
Editor, [103](#)
- Crosstales.BWF.EditorExtension.PunctuationManager↔
Editor, [134](#)
- Crosstales.BWF.EditorIntegration, [12](#)
- Crosstales.BWF.EditorIntegration.BWFGameObject, [63](#)
- Crosstales.BWF.EditorIntegration.BWFMenu, [69](#)
- Crosstales.BWF.EditorIntegration.ConfigBase, [80](#)
- Crosstales.BWF.EditorIntegration.ConfigPreferences,
[81](#)
- Crosstales.BWF.EditorIntegration.ConfigWindow, [81](#)
- Crosstales.BWF.EditorTask, [12](#)
- Crosstales.BWF.EditorTask.AutoInitialize, [22](#)
- Crosstales.BWF.EditorTask.CompileDefines, [78](#)
- Crosstales.BWF.EditorTask.ConfigLoader, [80](#)
- Crosstales.BWF.EditorTask.Launch, [122](#)
- Crosstales.BWF.EditorTask.ReminderCheck, [136](#)
- Crosstales.BWF.EditorTask.SetupResources, [141](#)
- Crosstales.BWF.EditorTask.Telemetry, [145](#)
- Crosstales.BWF.EditorTask.UpdateCheck, [148](#)
- Crosstales.BWF.EditorUtil, [13](#)
- Crosstales.BWF.EditorUtil.EditorConfig, [105](#)
- Crosstales.BWF.EditorUtil.EditorConstants, [107](#)
- Crosstales.BWF.EditorUtil.EditorHelper, [109](#)
- Crosstales.BWF.EditorUtil.GAApi, [117](#)
- Crosstales.BWF.Filter, [13](#)
- Crosstales.BWF.Filter.BadWordFilter, [23](#)
- Crosstales.BWF.Filter.BaseFilter, [46](#)
- Crosstales.BWF.Filter.CapitalizationFilter, [70](#)
- Crosstales.BWF.Filter.DomainFilter, [92](#)
- Crosstales.BWF.Filter.PunctuationFilter, [126](#)
- Crosstales.BWF.Manager, [14](#)
- Crosstales.BWF.Manager.BadWordManager, [27](#)
- Crosstales.BWF.Manager.BaseManager, [58](#)
- Crosstales.BWF.Manager.CapitalizationManager, [73](#)
- Crosstales.BWF.Manager.DomainManager, [95](#)
- Crosstales.BWF.Manager.PunctuationManager, [129](#)
- Crosstales.BWF.Model, [14](#)
- Crosstales.BWF.Model.BadWords, [37](#)
- Crosstales.BWF.Model.Domains, [104](#)
- Crosstales.BWF.Model.Source, [142](#)
- Crosstales.BWF.PlayMaker, [15](#)
- Crosstales.BWF.PlayMaker.BaseBWFEditor, [41](#)
- Crosstales.BWF.PlayMaker.ContainsEditor, [85](#)
- Crosstales.BWF.PlayMaker.MarkStringEditor, [123](#)
- Crosstales.BWF.PlayMaker.MarkUIEditor, [124](#)
- Crosstales.BWF.PlayMaker.ReplaceStringEditor, [138](#)
- Crosstales.BWF.PlayMaker.ReplaceUIEditor, [139](#)
- Crosstales.BWF.Provider, [15](#)
- Crosstales.BWF.Provider.BadWordProvider, [33](#)
- Crosstales.BWF.Provider.BadWordProviderText, [35](#)
- Crosstales.BWF.Provider.BaseProvider, [59](#)
- Crosstales.BWF.Provider.DomainProvider, [101](#)
- Crosstales.BWF.Provider.DomainProviderText, [102](#)
- Crosstales.BWF.Util, [15](#)
- Crosstales.BWF.Util.Config, [78](#)
- Crosstales.BWF.Util.Constants, [82](#)
- Crosstales.BWF.Util.Helper, [121](#)

- Crosstales.BWF, 11
- Crosstales.Common, 16
- Crosstales.Common.EditorTask, 16
- Crosstales.Common.EditorTask.BaseCompileDefines, 41
- Crosstales.Common.EditorTask.BaseSetupResources, 63
- Crosstales.Common.EditorTask.NYCheck, 124
- Crosstales.Common.EditorTask.OCCheck, 125
- Crosstales.Common.EditorUtil, 16
- Crosstales.Common.EditorUtil.BaseGAApi, 50
- Crosstales.Common.Util, 16
- Crosstales.Common.Util.BaseConstants, 42
- Crosstales.Common.Util.BaseHelper, 50
- Crosstales.Common.Util.CTPlayerPrefs, 87
- Crosstales.Common.Util.CTWebClient, 90
- Crosstales.Common.Util.PlatformController, 125
- Crosstales.Common.Util.RandomColor, 134
- Crosstales.Common.Util.RandomRotator, 135
- Crosstales.Common.Util.RandomScaler, 136
- Crosstales.Common.Util.SerializeDeSerialize< T >, 140
- Crosstales.DJ.Demo, 17
- Crosstales.DJ.Demo.Util, 17
- Crosstales.DJ.Demo.Util.FFTAnalyzer, 116
- Crosstales.DJ.Demo.Util.SpectrumVisualizer, 144
- Crosstales.DJ, 17
- Crosstales.ExtensionMethods, 111
- Crosstales.UI.Social, 141
- Crosstales.UI.StaticManager, 145
- Crosstales.UI.UIDrag, 146
- Crosstales.UI.UIFocus, 146
- Crosstales.UI.UIWindowManager, 147
- Crosstales.UI.Util, 18
- Crosstales.UI.Util.AudioFilterController, 19
- Crosstales.UI.Util.AudioSourceController, 20
- Crosstales.UI.Util.FPSDisplay, 117
- Crosstales.UI.Util.ScrollRectHandler, 140
- Crosstales.UI.WindowManager, 148
- Crosstales.UI, 17
- Crosstales::BWF::BWFManager
 - Contains, 65
 - ContainsMT, 65
 - GetAll, 66
 - GetAllMT, 66
 - isReady, 68
 - Load, 66
 - Mark, 66
 - Replace, 67
 - ReplaceAll, 67
 - ReplaceAllMT, 67
 - Sources, 68
 - Unmark, 68
- Crosstales::BWF::EditorTask
 - UpdateStatus, 13
- Crosstales::BWF::EditorUtil::EditorConfig
 - ASSET_PATH, 107
 - HIERARCHY_ICON, 106
 - isLoaded, 106
 - Load, 106
 - PREFAB_AUTOLOAD, 106
 - PREFAB_PATH, 107
 - REMINDER_CHECK, 106
 - Reset, 106
 - Save, 106
 - TELEMETRY, 107
 - UPDATE_CHECK, 107
- Crosstales::BWF::EditorUtil::EditorConstants
 - ASSET_UID, 108
 - ASSET_URL, 108
 - PREFAB_SUBPATH, 108
- Crosstales::BWF::EditorUtil::EditorHelper
 - BWFUnavailable, 110
 - GO_ID, 111
 - InstantiatePrefab, 110
 - isBWFInScene, 111
 - MENU_ID, 111
 - ReadOnlyTextField, 111
 - SeparatorUI, 111
- Crosstales::BWF::EditorUtil::GAApi
 - Event, 118
- Crosstales::BWF::Filter::BadWordFilter
 - BadWordFilter, 24
 - BadWordProviderLTR, 26
 - BadWordProviderRTL, 26
 - Contains, 24
 - GetAll, 24
 - isReady, 26
 - Replace, 25
 - ReplaceAll, 25
 - ReplaceCharacters, 25
 - ReplaceLeetSpeak, 25
 - SimpleCheck, 26
- Crosstales::BWF::Filter::BaseFilter
 - Contains, 47
 - GetAll, 47
 - isReady, 49
 - Mark, 47
 - MarkPostfix, 49
 - MarkPrefix, 49
 - Replace, 48
 - ReplaceAll, 48
 - Sources, 49
 - Unmark, 49
- Crosstales::BWF::Filter::CapitalizationFilter
 - CapitalizationFilter, 70
 - CharacterNumber, 72
 - Contains, 71
 - GetAll, 71
 - isReady, 72
 - RegularExpression, 72
 - Replace, 71
 - ReplaceAll, 72
- Crosstales::BWF::Filter::DomainFilter
 - Contains, 93
 - DomainFilter, 92

- DomainProvider, [94](#)
- GetAll, [93](#)
- isReady, [94](#)
- Replace, [93](#)
- ReplaceAll, [94](#)
- ReplaceCharacters, [94](#)
- Crosstales::BWF::Filter::PunctuationFilter
 - CharacterNumber, [129](#)
 - Contains, [127](#)
 - GetAll, [128](#)
 - isReady, [129](#)
 - PunctuationFilter, [127](#)
 - RegularExpression, [129](#)
 - Replace, [128](#)
 - ReplaceAll, [128](#)
- Crosstales::BWF::Manager::BadWordManager
 - BadWordProviderLTR, [31](#)
 - BadWordProviderRTL, [31](#)
 - Contains, [28](#)
 - ContainsMT, [28](#)
 - GetAll, [29](#)
 - GetAllIMT, [29](#)
 - isReady, [32](#)
 - isReplaceLeetSpeak, [32](#)
 - isSimpleCheck, [32](#)
 - Load, [29](#)
 - Mark, [29](#)
 - Replace, [30](#)
 - ReplaceAll, [30](#)
 - ReplaceAllIMT, [30](#)
 - ReplaceCharacters, [32](#)
 - ReplaceChars, [31](#)
 - ReplaceLeetSpeak, [31](#)
 - SimpleCheck, [31](#)
 - Sources, [32](#)
 - Unmark, [31](#)
- Crosstales::BWF::Manager::BaseManager
 - DontDestroy, [59](#)
 - MarkPostfix, [59](#)
 - MarkPrefix, [59](#)
- Crosstales::BWF::Manager::CapitalizationManager
 - CapitalizationCharsNumber, [77](#)
 - CharacterNumber, [77](#)
 - Contains, [74](#)
 - ContainsMT, [74](#)
 - GetAll, [74](#)
 - GetAllIMT, [75](#)
 - isReady, [77](#)
 - Load, [75](#)
 - Mark, [75](#)
 - Replace, [75](#)
 - ReplaceAll, [76](#)
 - ReplaceAllIMT, [76](#)
 - Unmark, [76](#)
- Crosstales::BWF::Manager::DomainManager
 - Contains, [96](#)
 - ContainsMT, [96](#)
 - DomainProvider, [99](#)
 - GetAll, [97](#)
 - GetAllIMT, [97](#)
 - isReady, [99](#)
 - Load, [97](#)
 - Mark, [97](#)
 - Replace, [98](#)
 - ReplaceAll, [98](#)
 - ReplaceAllIMT, [98](#)
 - ReplaceCharacters, [99](#)
 - ReplaceChars, [99](#)
 - Sources, [99](#)
 - Unmark, [98](#)
- Crosstales::BWF::Manager::PunctuationManager
 - CharacterNumber, [133](#)
 - Contains, [130](#)
 - ContainsMT, [131](#)
 - GetAll, [131](#)
 - GetAllIMT, [131](#)
 - isReady, [133](#)
 - Load, [131](#)
 - Mark, [132](#)
 - PunctuationCharsNumber, [133](#)
 - Replace, [132](#)
 - ReplaceAll, [132](#)
 - ReplaceAllIMT, [133](#)
 - Unmark, [133](#)
- Crosstales::BWF::Model
 - ManagerMask, [14](#)
- Crosstales::BWF::Model::BadWords
 - BadWordList, [37](#)
 - BadWords, [37](#)
 - Source, [37](#)
- Crosstales::BWF::Model::Domains
 - DomainList, [105](#)
 - Domains, [104](#)
 - Source, [105](#)
- Crosstales::BWF::Model::Source
 - Description, [143](#)
 - Icon, [143](#)
 - Name, [143](#)
 - Resource, [143](#)
 - URL, [143](#)
- Crosstales::BWF::Provider::BadWordProvider
 - DebugExactBadwordsRegex, [35](#)
 - ExactBadwordsRegex, [35](#)
 - init, [34](#)
 - Load, [34](#)
 - SimpleBadwords, [35](#)
- Crosstales::BWF::Provider::BadWordProviderText
 - Load, [36](#)
 - Save, [36](#)
- Crosstales::BWF::Provider::BaseProvider
 - ClearOnLoad, [61](#)
 - init, [61](#)
 - isReady, [62](#)
 - Load, [61](#)
 - Name, [61](#)
 - RegexOption1, [61](#)

- RegexOption2, [61](#)
- RegexOption3, [61](#)
- RegexOption4, [62](#)
- RegexOption5, [62](#)
- Save, [61](#)
- Sources, [62](#)
- Crosstales::BWF::Provider::DomainProvider
 - DebugDomainsRegex, [102](#)
 - DomainsRegex, [102](#)
 - init, [102](#)
 - Load, [102](#)
- Crosstales::BWF::Provider::DomainProviderText
 - Load, [103](#)
 - Save, [103](#)
- Crosstales::BWF::Util::Config
 - DEBUG_BADWORDS, [79](#)
 - DEBUG_DOMAINS, [79](#)
 - DEBUG, [79](#)
 - isLoading, [79](#)
 - Load, [79](#)
 - Reset, [79](#)
 - Save, [79](#)
- Crosstales::BWF::Util::Constants
 - ASSET_API_URL, [83](#)
 - ASSET_BUILD, [83](#)
 - ASSET_CHANGED, [84](#)
 - ASSET_CONTACT, [84](#)
 - ASSET_CREATED, [84](#)
 - ASSET_FORUM_URL, [84](#)
 - ASSET_MANUAL_URL, [84](#)
 - ASSET_NAME, [84](#)
 - ASSET_PRO_URL, [84](#)
 - ASSET_UPDATE_CHECK_URL, [84](#)
 - ASSET_VERSION, [84](#)
 - ASSET_VIDEO_PROMO, [85](#)
 - ASSET_VIDEO_TUTORIAL, [85](#)
 - ASSET_WEB_URL, [85](#)
 - isPro, [85](#)
 - MANAGER_SCENE_OBJECT_NAME, [85](#)
- Crosstales::BWF::Util::Helper
 - CreateReplaceString, [121](#)
 - isSupportedPlatform, [121](#)
- Crosstales::Common::EditorUtil::BaseGAApi
 - Event, [50](#)
- Crosstales::Common::Util
 - Platform, [17](#)
- Crosstales::Common::Util::BaseConstants
 - ASSET_3P_PLAYMAKER, [43](#)
 - ASSET_AUTHOR_URL, [44](#)
 - ASSET_AUTHOR, [43](#)
 - ASSET_CT_URL, [44](#)
 - ASSET_SOCIAL_FACEBOOK, [44](#)
 - ASSET_SOCIAL_LINKEDIN, [44](#)
 - ASSET_SOCIAL_TWITTER, [44](#)
 - ASSET_SOCIAL_XING, [44](#)
 - ASSET_SOCIAL_YOUTUBE, [44](#)
 - DEV_DEBUG, [44](#)
 - FACTOR_GB, [44](#)
 - FACTOR_KB, [45](#)
 - FACTOR_MB, [45](#)
 - FLOAT_32768, [45](#)
 - FORMAT_NO_DECIMAL_PLACES, [45](#)
 - FORMAT_PERCENT, [45](#)
 - FORMAT_TWO_DECIMAL_PLACES, [45](#)
 - PATH_DELIMITER_UNIX, [45](#)
 - PATH_DELIMITER_WINDOWS, [45](#)
- Crosstales::Common::Util::BaseHelper
 - ClearLineEndings, [52](#)
 - ClearSpaces, [52](#)
 - ClearTags, [53](#)
 - FormatBytesToHRF, [53](#)
 - FormatSecondsToHourMinSec, [53](#)
 - HSVToRGB, [53](#)
 - isAndroidPlatform, [55](#)
 - isAppleBasedPlatform, [55](#)
 - isEditor, [56](#)
 - isEditorMode, [56](#)
 - isIOSPlatform, [56](#)
 - isInternetAvailable, [56](#)
 - isLinuxPlatform, [56](#)
 - isMacOSPlatform, [56](#)
 - isStandalonePlatform, [57](#)
 - isValidURL, [54](#)
 - isWSAPlatform, [58](#)
 - isWebGLPlatform, [57](#)
 - isWebPlatform, [57](#)
 - isWebPlayerPlatform, [57](#)
 - isWindowsBasedPlatform, [57](#)
 - isWindowsPlatform, [57](#)
 - RemoteCertificateValidationCallback, [54](#)
 - SplitStringToLines, [54](#)
 - ValidURLFromFilePath, [55](#)
 - ValidateFile, [54](#)
 - ValidatePath, [55](#)
- Crosstales::Common::Util::CTPlayerPrefs
 - DeleteAll, [88](#)
 - DeleteKey, [88](#)
 - GetBool, [88](#)
 - GetFloat, [88](#)
 - GetInt, [88](#)
 - GetString, [89](#)
 - HasKey, [89](#)
 - Save, [89](#)
 - SetBool, [89](#)
 - SetFloat, [90](#)
 - SetInt, [90](#)
 - SetString, [90](#)
- Crosstales::Common::Util::CTWebClient
 - ConnectionLimit, [91](#)
 - Timeout, [91](#)
- Crosstales::Common::Util::PlatformController
 - Objects, [126](#)
 - Platforms, [126](#)
- Crosstales::ExtensionMethods
 - CTAddRange< T, S >, [112](#)
 - CTContains, [113](#)

- CTContainsAll, [113](#)
- CTContainsAny, [113](#)
- CTDump< T >, [113](#), [114](#)
- CTEquals, [114](#)
- CTReplace, [114](#)
- CTShuffle< T >, [115](#)
- CTToString< T >, [115](#)
- CTToTitleCase, [116](#)
- Crosstales::UI::UIWindowManager
 - Windows, [148](#)
- Crosstales::UI::Util::AudioFilterController
 - FindAllAudioFiltersOnStart, [20](#)
- Crosstales::UI::Util::AudioSourceController
 - AudioSources, [21](#)
 - FindAllAudioSourcesOnStart, [21](#)
 - Loop, [21](#)
 - Mute, [22](#)
 - Pitch, [22](#)
 - ResetAudioSourcesOnStart, [22](#)
 - StereoPan, [22](#)
 - Volume, [22](#)
- Crosstales::UI::WindowManager
 - Dependencies, [149](#)
 - Speed, [149](#)
- DEBUG_BADWORDS
 - Crosstales::BWF::Util::Config, [79](#)
- DEBUG_DOMAINS
 - Crosstales::BWF::Util::Config, [79](#)
- DEBUG
 - Crosstales::BWF::Util::Config, [79](#)
- DEV_DEBUG
 - Crosstales::Common::Util::BaseConstants, [44](#)
- DebugDomainsRegex
 - Crosstales::BWF::Provider::DomainProvider, [102](#)
- DebugExactBadwordsRegex
 - Crosstales::BWF::Provider::BadWordProvider, [35](#)
- DeleteAll
 - Crosstales::Common::Util::CTPlayerPrefs, [88](#)
- DeleteKey
 - Crosstales::Common::Util::CTPlayerPrefs, [88](#)
- Dependencies
 - Crosstales::UI::WindowManager, [149](#)
- Description
 - Crosstales::BWF::Model::Source, [143](#)
- DomainFilter
 - Crosstales::BWF::Filter::DomainFilter, [92](#)
- DomainList
 - Crosstales::BWF::Model::Domains, [105](#)
- DomainProvider
 - Crosstales::BWF::Filter::DomainFilter, [94](#)
 - Crosstales::BWF::Manager::DomainManager, [99](#)
- Domains
 - Crosstales::BWF::Model::Domains, [104](#)
- DomainsRegex
 - Crosstales::BWF::Provider::DomainProvider, [102](#)
- DontDestroy
 - Crosstales::BWF::Manager::BaseManager, [59](#)
- EndlessFilter
 - HutongGames::PlayMaker::Actions::BaseBWF↔
 - Action, [38](#)
- EndlessFilterUpdateTime
 - HutongGames::PlayMaker::Actions::BaseBWF↔
 - Action, [38](#)
- Event
 - Crosstales::BWF::EditorUtil::GAApi, [118](#)
 - Crosstales::Common::EditorUtil::BaseGAApi, [50](#)
- ExactBadwordsRegex
 - Crosstales::BWF::Provider::BadWordProvider, [35](#)
- FACTOR_GB
 - Crosstales::Common::Util::BaseConstants, [44](#)
- FACTOR_KB
 - Crosstales::Common::Util::BaseConstants, [45](#)
- FACTOR_MB
 - Crosstales::Common::Util::BaseConstants, [45](#)
- FLOAT_32768
 - Crosstales::Common::Util::BaseConstants, [45](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [45](#)
- FORMAT_PERCENT
 - Crosstales::Common::Util::BaseConstants, [45](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [45](#)
- Filter
 - HutongGames::PlayMaker::Actions::BaseBWF↔
 - Action, [39](#)
- FindAllAudioFiltersOnStart
 - Crosstales::UI::Util::AudioFilterController, [20](#)
- FindAllAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, [21](#)
- FormatBytesToHRF
 - Crosstales::Common::Util::BaseHelper, [53](#)
- FormatSecondsToHourMinSec
 - Crosstales::Common::Util::BaseHelper, [53](#)
- GO_ID
 - Crosstales::BWF::EditorUtil::EditorHelper, [111](#)
- GetAll
 - Crosstales::BWF::BWFManager, [66](#)
 - Crosstales::BWF::Filter::BadWordFilter, [24](#)
 - Crosstales::BWF::Filter::BaseFilter, [47](#)
 - Crosstales::BWF::Filter::CapitalizationFilter, [71](#)
 - Crosstales::BWF::Filter::DomainFilter, [93](#)
 - Crosstales::BWF::Filter::PunctuationFilter, [128](#)
 - Crosstales::BWF::Manager::BadWordManager, [29](#)
 - Crosstales::BWF::Manager::Capitalization↔
 - Manager, [74](#)
 - Crosstales::BWF::Manager::DomainManager, [97](#)
 - Crosstales::BWF::Manager::PunctuationManager, [131](#)
- GetAllIMT
 - Crosstales::BWF::BWFManager, [66](#)
 - Crosstales::BWF::Manager::BadWordManager, [29](#)
 - Crosstales::BWF::Manager::Capitalization↔
 - Manager, [75](#)
 - Crosstales::BWF::Manager::DomainManager, [97](#)

- Crosstales::BWF::Manager::PunctuationManager, 131
- GetBool
 - Crosstales::Common::Util::CTPlayerPrefs, 88
- GetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, 88
- GetInt
 - Crosstales::Common::Util::CTPlayerPrefs, 88
- GetString
 - Crosstales::Common::Util::CTPlayerPrefs, 89
- HIERARCHY_ICON
 - Crosstales::BWF::EditorUtil::EditorConfig, 106
- HSVToRGB
 - Crosstales::Common::Util::BaseHelper, 53
- HasKey
 - Crosstales::Common::Util::CTPlayerPrefs, 89
- HutongGames, 18
- HutongGames.PlayMaker, 18
- HutongGames.PlayMaker.Actions, 18
- HutongGames.PlayMaker.Actions.BaseBWFAction, 38
- HutongGames.PlayMaker.Actions.BaseBWFAction↔String, 39
- HutongGames.PlayMaker.Actions.BaseBWFActionUI, 40
- HutongGames.PlayMaker.Actions.ContainsString, 86
- HutongGames.PlayMaker.Actions.MarkString, 122
- HutongGames.PlayMaker.Actions.MarkUI, 123
- HutongGames.PlayMaker.Actions.ReplaceString, 137
- HutongGames.PlayMaker.Actions.ReplaceUI, 138
- HutongGames::PlayMaker::Actions::BaseBWFAction
 - EndlessFilter, 38
 - EndlessFilterUpdateTime, 38
 - Filter, 39
 - Sources, 39
- HutongGames::PlayMaker::Actions::BaseBWFAction↔String
 - OutputText, 40
 - Text, 40
- HutongGames::PlayMaker::Actions::BaseBWFActionUI
 - OutputText, 41
 - Text, 41
- HutongGames::PlayMaker::Actions::ContainsString
 - Contains, 87
 - Text, 87
- HutongGames::PlayMaker::Actions::ReplaceString
 - ReplacInput, 138
- HutongGames::PlayMaker::Actions::ReplaceUI
 - ReplacInput, 139
- Icon
 - Crosstales::BWF::Model::Source, 143
- init
 - Crosstales::BWF::Provider::BadWordProvider, 34
 - Crosstales::BWF::Provider::BaseProvider, 61
 - Crosstales::BWF::Provider::DomainProvider, 102
- InstantiatePrefab
 - Crosstales::BWF::EditorUtil::EditorHelper, 110
- isAndroidPlatform
 - Crosstales::Common::Util::BaseHelper, 55
- isAppleBasedPlatform
 - Crosstales::Common::Util::BaseHelper, 55
- isBWFInScene
 - Crosstales::BWF::EditorUtil::EditorHelper, 111
- isEditor
 - Crosstales::Common::Util::BaseHelper, 56
- isEditorMode
 - Crosstales::Common::Util::BaseHelper, 56
- isIOSPlatform
 - Crosstales::Common::Util::BaseHelper, 56
- isInternetAvailable
 - Crosstales::Common::Util::BaseHelper, 56
- isLinuxPlatform
 - Crosstales::Common::Util::BaseHelper, 56
- isLoading
 - Crosstales::BWF::EditorUtil::EditorConfig, 106
 - Crosstales::BWF::Util::Config, 79
- isMacOSPlatform
 - Crosstales::Common::Util::BaseHelper, 56
- isPro
 - Crosstales::BWF::Util::Constants, 85
- isReady
 - Crosstales::BWF::BWFManager, 68
 - Crosstales::BWF::Filter::BadWordFilter, 26
 - Crosstales::BWF::Filter::BaseFilter, 49
 - Crosstales::BWF::Filter::CapitalizationFilter, 72
 - Crosstales::BWF::Filter::DomainFilter, 94
 - Crosstales::BWF::Filter::PunctuationFilter, 129
 - Crosstales::BWF::Manager::BadWordManager, 32
 - Crosstales::BWF::Manager::Capitalization↔Manager, 77
 - Crosstales::BWF::Manager::DomainManager, 99
 - Crosstales::BWF::Manager::PunctuationManager, 133
 - Crosstales::BWF::Provider::BaseProvider, 62
- isReplaceLeetSpeak
 - Crosstales::BWF::Manager::BadWordManager, 32
- isSimpleCheck
 - Crosstales::BWF::Manager::BadWordManager, 32
- isStandalonePlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isSupportedPlatform
 - Crosstales::BWF::Util::Helper, 121
- isValidURL
 - Crosstales::Common::Util::BaseHelper, 54
- isWSAPlatform
 - Crosstales::Common::Util::BaseHelper, 58
- isWebGLPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isWebPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isWebPlayerPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isWindowsBasedPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isWindowsPlatform
 - Crosstales::Common::Util::BaseHelper, 57

- Load
 - Crosstales::BWF::BWFManager, 66
 - Crosstales::BWF::EditorUtil::EditorConfig, 106
 - Crosstales::BWF::Manager::BadWordManager, 29
 - Crosstales::BWF::Manager::Capitalization↔
Manager, 75
 - Crosstales::BWF::Manager::DomainManager, 97
 - Crosstales::BWF::Manager::PunctuationManager,
131
 - Crosstales::BWF::Provider::BadWordProvider, 34
 - Crosstales::BWF::Provider::BadWordProviderText,
36
 - Crosstales::BWF::Provider::BaseProvider, 61
 - Crosstales::BWF::Provider::DomainProvider, 102
 - Crosstales::BWF::Provider::DomainProviderText,
103
 - Crosstales::BWF::Util::Config, 79
- Loop
 - Crosstales::UI::Util::AudioSourceController, 21
- MANAGER_SCENE_OBJECT_NAME
 - Crosstales::BWF::Util::Constants, 85
- MENU_ID
 - Crosstales::BWF::EditorUtil::EditorHelper, 111
- ManagerMask
 - Crosstales::BWF::Model, 14
- Mark
 - Crosstales::BWF::BWFManager, 66
 - Crosstales::BWF::Filter::BaseFilter, 47
 - Crosstales::BWF::Manager::BadWordManager, 29
 - Crosstales::BWF::Manager::Capitalization↔
Manager, 75
 - Crosstales::BWF::Manager::DomainManager, 97
 - Crosstales::BWF::Manager::PunctuationManager,
132
- MarkPostfix
 - Crosstales::BWF::Filter::BaseFilter, 49
 - Crosstales::BWF::Manager::BaseManager, 59
- MarkPrefix
 - Crosstales::BWF::Filter::BaseFilter, 49
 - Crosstales::BWF::Manager::BaseManager, 59
- Mute
 - Crosstales::UI::Util::AudioSourceController, 22
- Name
 - Crosstales::BWF::Model::Source, 143
 - Crosstales::BWF::Provider::BaseProvider, 61
- Objects
 - Crosstales::Common::Util::PlatformController, 126
- OutputText
 - HutongGames::PlayMaker::Actions::BaseBWF↔
ActionString, 40
 - HutongGames::PlayMaker::Actions::BaseBWF↔
ActionUI, 41
- PATH_DELIMITER_UNIX
 - Crosstales::Common::Util::BaseConstants, 45
- PATH_DELIMITER_WINDOWS
 - Crosstales::Common::Util::BaseConstants, 45
- PREFAB_AUTOLOAD
 - Crosstales::BWF::EditorUtil::EditorConfig, 106
- PREFAB_PATH
 - Crosstales::BWF::EditorUtil::EditorConfig, 107
- PREFAB_SUBPATH
 - Crosstales::BWF::EditorUtil::EditorConstants, 108
- Pitch
 - Crosstales::UI::Util::AudioSourceController, 22
- Platform
 - Crosstales::Common::Util, 17
- Platforms
 - Crosstales::Common::Util::PlatformController, 126
- PunctuationCharsNumber
 - Crosstales::BWF::Manager::PunctuationManager,
133
- PunctuationFilter
 - Crosstales::BWF::Filter::PunctuationFilter, 127
- REMINDER_CHECK
 - Crosstales::BWF::EditorUtil::EditorConfig, 106
- ReadOnlyTextField
 - Crosstales::BWF::EditorUtil::EditorHelper, 111
- RegexOption1
 - Crosstales::BWF::Provider::BaseProvider, 61
- RegexOption2
 - Crosstales::BWF::Provider::BaseProvider, 61
- RegexOption3
 - Crosstales::BWF::Provider::BaseProvider, 61
- RegexOption4
 - Crosstales::BWF::Provider::BaseProvider, 62
- RegexOption5
 - Crosstales::BWF::Provider::BaseProvider, 62
- RegularExpression
 - Crosstales::BWF::Filter::CapitalizationFilter, 72
 - Crosstales::BWF::Filter::PunctuationFilter, 129
- RemoteCertificateValidationCallback
 - Crosstales::Common::Util::BaseHelper, 54
- Replace
 - Crosstales::BWF::BWFManager, 67
 - Crosstales::BWF::Filter::BadWordFilter, 25
 - Crosstales::BWF::Filter::BaseFilter, 48
 - Crosstales::BWF::Filter::CapitalizationFilter, 71
 - Crosstales::BWF::Filter::DomainFilter, 93
 - Crosstales::BWF::Filter::PunctuationFilter, 128
 - Crosstales::BWF::Manager::BadWordManager, 30
 - Crosstales::BWF::Manager::Capitalization↔
Manager, 75
 - Crosstales::BWF::Manager::DomainManager, 98
 - Crosstales::BWF::Manager::PunctuationManager,
132
- ReplaceAll
 - Crosstales::BWF::BWFManager, 67
 - Crosstales::BWF::Filter::BadWordFilter, 25
 - Crosstales::BWF::Filter::BaseFilter, 48
 - Crosstales::BWF::Filter::CapitalizationFilter, 72
 - Crosstales::BWF::Filter::DomainFilter, 94
 - Crosstales::BWF::Filter::PunctuationFilter, 128
 - Crosstales::BWF::Manager::BadWordManager, 30

- Crosstales::BWF::Manager::Capitalization↔
Manager, 76
- Crosstales::BWF::Manager::DomainManager, 98
- Crosstales::BWF::Manager::PunctuationManager,
132
- ReplaceAllMT
 - Crosstales::BWF::BWFManager, 67
 - Crosstales::BWF::Manager::BadWordManager, 30
 - Crosstales::BWF::Manager::Capitalization↔
Manager, 76
 - Crosstales::BWF::Manager::DomainManager, 98
 - Crosstales::BWF::Manager::PunctuationManager,
133
- ReplaceCharacters
 - Crosstales::BWF::Filter::BadWordFilter, 25
 - Crosstales::BWF::Filter::DomainFilter, 94
 - Crosstales::BWF::Manager::BadWordManager, 32
 - Crosstales::BWF::Manager::DomainManager, 99
- ReplaceChars
 - Crosstales::BWF::Manager::BadWordManager, 31
 - Crosstales::BWF::Manager::DomainManager, 99
- ReplaceInput
 - HutongGames::PlayMaker::Actions::Replace↔
String, 138
 - HutongGames::PlayMaker::Actions::ReplaceUI,
139
- ReplaceLeetSpeak
 - Crosstales::BWF::Filter::BadWordFilter, 25
 - Crosstales::BWF::Manager::BadWordManager, 31
- Reset
 - Crosstales::BWF::EditorUtil::EditorConfig, 106
 - Crosstales::BWF::Util::Config, 79
- ResetAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, 22
- Resource
 - Crosstales::BWF::Model::Source, 143
- Save
 - Crosstales::BWF::EditorUtil::EditorConfig, 106
 - Crosstales::BWF::Provider::BadWordProviderText,
36
 - Crosstales::BWF::Provider::BaseProvider, 61
 - Crosstales::BWF::Provider::DomainProviderText,
103
 - Crosstales::BWF::Util::Config, 79
 - Crosstales::Common::Util::CTPlayerPrefs, 89
- SeparatorUI
 - Crosstales::BWF::EditorUtil::EditorHelper, 111
- SetBool
 - Crosstales::Common::Util::CTPlayerPrefs, 89
- SetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, 90
- SetInt
 - Crosstales::Common::Util::CTPlayerPrefs, 90
- SetString
 - Crosstales::Common::Util::CTPlayerPrefs, 90
- SimpleBadwords
 - Crosstales::BWF::Provider::BadWordProvider, 35
- SimpleCheck
 - Crosstales::BWF::Filter::BadWordFilter, 26
 - Crosstales::BWF::Manager::BadWordManager, 31
- Source
 - Crosstales::BWF::Model::BadWords, 37
 - Crosstales::BWF::Model::Domains, 105
- Sources
 - Crosstales::BWF::BWFManager, 68
 - Crosstales::BWF::Filter::BaseFilter, 49
 - Crosstales::BWF::Manager::BadWordManager, 32
 - Crosstales::BWF::Manager::DomainManager, 99
 - Crosstales::BWF::Provider::BaseProvider, 62
 - HutongGames::PlayMaker::Actions::BaseBWF↔
Action, 39
- Speed
 - Crosstales::UI::WindowManager, 149
- SplitStringToLines
 - Crosstales::Common::Util::BaseHelper, 54
- StereoPan
 - Crosstales::UI::Util::AudioSourceController, 22
- TELEMETRY
 - Crosstales::BWF::EditorUtil::EditorConfig, 107
- Text
 - HutongGames::PlayMaker::Actions::BaseBWF↔
ActionString, 40
 - HutongGames::PlayMaker::Actions::BaseBWF↔
ActionUI, 41
 - HutongGames::PlayMaker::Actions::Contains↔
String, 87
- Timeout
 - Crosstales::Common::Util::CTWebClient, 91
- UPDATE_CHECK
 - Crosstales::BWF::EditorUtil::EditorConfig, 107
- URL
 - Crosstales::BWF::Model::Source, 143
- Unmark
 - Crosstales::BWF::BWFManager, 68
 - Crosstales::BWF::Filter::BaseFilter, 49
 - Crosstales::BWF::Manager::BadWordManager, 31
 - Crosstales::BWF::Manager::Capitalization↔
Manager, 76
 - Crosstales::BWF::Manager::DomainManager, 98
 - Crosstales::BWF::Manager::PunctuationManager,
133
- UpdateStatus
 - Crosstales::BWF::EditorTask, 13
- ValidURLFromFilePath
 - Crosstales::Common::Util::BaseHelper, 55
- ValidateFile
 - Crosstales::Common::Util::BaseHelper, 54
- ValidatePath
 - Crosstales::Common::Util::BaseHelper, 55
- Volume
 - Crosstales::UI::Util::AudioSourceController, 22
- Windows
 - Crosstales::UI::UIWindowManager, 148