

# Bad Word Filter

*Keep your games civilized*



API

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

Date: 26.03.2018  
Version: 2.9.11

# Contents

<b>1</b>	<b>Namespace Index</b>	<b>1</b>
1.1	Packages	1
<b>2</b>	<b>Hierarchical Index</b>	<b>3</b>
2.1	Class Hierarchy	3
<b>3</b>	<b>Class Index</b>	<b>7</b>
3.1	Class List	7
<b>4</b>	<b>Namespace Documentation</b>	<b>11</b>
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.Model Namespace Reference	16
4.18	Crosstales.Common.Model.Enum Namespace Reference	16
4.18.1	Enumeration Type Documentation	16
4.18.1.1	Platform	16
4.19	Crosstales.Common.Util Namespace Reference	17
4.20	Crosstales.DJ Namespace Reference	17
4.21	Crosstales.DJ.Demo Namespace Reference	17
4.22	Crosstales.DJ.Demo.Util Namespace Reference	17
4.23	Crosstales.UI Namespace Reference	18
4.24	Crosstales.UI.Util Namespace Reference	18
4.25	HutongGames Namespace Reference	19
4.26	HutongGames.PlayMaker Namespace Reference	19
4.27	HutongGames.PlayMaker.Actions Namespace Reference	19
<b>5</b>	<b>Class Documentation</b>	<b>21</b>
5.1	Crosstales.UI.Util.AudioFilterController Class Reference	21
5.1.1	Detailed Description	22
5.1.2	Member Data Documentation	22
5.1.2.1	FindAllAudioFiltersOnStart	22
5.2	Crosstales.UI.Util.AudioSourceController Class Reference	22
5.2.1	Detailed Description	23
5.2.2	Member Data Documentation	23
5.2.2.1	AudioSources	23
5.2.2.2	FindAllAudioSourcesOnStart	23
5.2.2.3	Loop	24
5.2.2.4	Mute	24

5.2.2.5	Pitch	24
5.2.2.6	ResetAudioSourcesOnStart	24
5.2.2.7	StereoPan	24
5.2.2.8	Volume	24
5.3	Crosstales.BWF.EditorTask.AutoInitalize Class Reference	24
5.3.1	Detailed Description	24
5.4	Crosstales.Common.Util.BackgroundController Class Reference	25
5.4.1	Detailed Description	25
5.4.2	Member Data Documentation	25
5.4.2.1	Objects	25
5.5	Crosstales.BWF.Filter.BadWordFilter Class Reference	25
5.5.1	Detailed Description	26
5.5.2	Constructor & Destructor Documentation	26
5.5.2.1	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)	26
5.5.3	Member Function Documentation	27
5.5.3.1	Contains(string testString, params string[] sources)	27
5.5.3.2	GetAll(string testString, params string[] sources)	27
5.5.3.3	Replace(string text, System.Collections.Generic.List< string > badWords)	28
5.5.3.4	ReplaceAll(string testString, params string[] sources)	28
5.5.4	Member Data Documentation	28
5.5.4.1	ReplaceCharacters	28
5.5.4.2	ReplaceLeetSpeak	28
5.5.4.3	SimpleCheck	28
5.5.5	Property Documentation	29
5.5.5.1	BadWordProviderLTR	29
5.5.5.2	BadWordProviderRTL	29
5.5.5.3	isReady	29
5.6	Crosstales.BWF.Manager.BadWordManager Class Reference	29
5.6.1	Detailed Description	31

5.6.2	Member Function Documentation	31
5.6.2.1	Contains(string testString, params string[] sources)	31
5.6.2.2	ContainsMT(out bool result, string testString, params string[] sources)	31
5.6.2.3	GetAll(string testString, params string[] sources)	32
5.6.2.4	GetAllMT(out System.Collections.Generic.List< string > result, string testString, params string[] sources)	32
5.6.2.5	Load()	32
5.6.2.6	Mark(string text, System.Collections.Generic.List< string > badWords, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" )	32
5.6.2.7	Replace(string text, System.Collections.Generic.List< string > badWords)	33
5.6.2.8	ReplaceAll(string testString, params string[] sources)	33
5.6.2.9	ReplaceAllMT(out string result, string testString, params string[] sources)	33
5.6.2.10	Unmark(string text, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" )	34
5.6.3	Member Data Documentation	34
5.6.3.1	BadWordProviderLTR	34
5.6.3.2	BadWordProviderRTL	34
5.6.3.3	ReplaceChars	34
5.6.3.4	ReplaceLeetSpeak	34
5.6.3.5	SimpleCheck	34
5.6.4	Property Documentation	35
5.6.4.1	isReady	35
5.6.4.2	isReplaceLeetSpeak	35
5.6.4.3	isSimpleCheck	35
5.6.4.4	ReplaceCharacters	35
5.6.4.5	Sources	35
5.7	Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference	35
5.7.1	Detailed Description	36
5.8	Crosstales.BWF.Provider.BadWordProvider Class Reference	36
5.8.1	Detailed Description	37
5.8.2	Member Function Documentation	37
5.8.2.1	init()	37

5.8.2.2	Load()	37
5.8.3	Property Documentation	37
5.8.3.1	DebugExactBadwordsRegex	37
5.8.3.2	ExactBadwordsRegex	37
5.8.3.3	SimpleBadwords	38
5.9	Crosstales.BWF.Provider.BadWordProviderText Class Reference	38
5.9.1	Detailed Description	38
5.9.2	Member Function Documentation	38
5.9.2.1	Load()	38
5.9.2.2	Save()	39
5.10	Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference	39
5.10.1	Detailed Description	39
5.11	Crosstales.BWF.Model.BadWords Class Reference	39
5.11.1	Detailed Description	40
5.11.2	Constructor & Destructor Documentation	40
5.11.2.1	BadWords(Source source, System.Collections.Generic.List< string > bad← WordList)	40
5.11.3	Member Data Documentation	40
5.11.3.1	BadWordList	40
5.11.3.2	Source	40
5.12	HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference	40
5.12.1	Detailed Description	41
5.12.2	Member Data Documentation	41
5.12.2.1	EndlessFilter	41
5.12.2.2	EndlessFilterUpdateTime	41
5.12.2.3	Filter	41
5.12.2.4	Sources	41
5.13	HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference	42
5.13.1	Detailed Description	42
5.13.2	Member Data Documentation	42
5.13.2.1	OutputText	42

5.13.2.2	Text	42
5.14	HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference	43
5.14.1	Detailed Description	43
5.14.2	Member Data Documentation	43
5.14.2.1	OutputText	43
5.14.2.2	Text	43
5.15	Crosstales.BWF.PlayMaker.BaseBWFEditor Class Reference	44
5.15.1	Detailed Description	44
5.16	Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	44
5.16.1	Detailed Description	44
5.17	Crosstales.Common.Util.BaseConstants Class Reference	45
5.17.1	Detailed Description	46
5.17.2	Member Data Documentation	46
5.17.2.1	ASSET_3P_PLAYMAKER	46
5.17.2.2	ASSET_AUTHOR	46
5.17.2.3	ASSET_AUTHOR_URL	46
5.17.2.4	ASSET_CT_URL	46
5.17.2.5	ASSET_SOCIAL_FACEBOOK	46
5.17.2.6	ASSET_SOCIAL_LINKEDIN	47
5.17.2.7	ASSET_SOCIAL_TWITTER	47
5.17.2.8	ASSET_SOCIAL_XING	47
5.17.2.9	ASSET_SOCIAL_YOUTUBE	47
5.17.2.10	DEV_DEBUG	47
5.17.2.11	FACTOR_GB	47
5.17.2.12	FACTOR_KB	47
5.17.2.13	FACTOR_MB	47
5.17.2.14	FLOAT_32768	47
5.17.2.15	FORMAT_NO_DECIMAL_PLACES	47
5.17.2.16	FORMAT_PERCENT	48
5.17.2.17	FORMAT_TWO_DECIMAL_PLACES	48

5.17.2.18	PATH_DELIMITER_UNIX . . . . .	48
5.17.2.19	PATH_DELIMITER_WINDOWS . . . . .	48
5.18	Crosstales.BWF.Filter.BaseFilter Class Reference . . . . .	48
5.18.1	Detailed Description . . . . .	49
5.18.2	Member Function Documentation . . . . .	49
5.18.2.1	Contains(string testString, params string[] sources) . . . . .	49
5.18.2.2	GetAll(string testString, params string[] sources) . . . . .	50
5.18.2.3	Mark(string text, System.Collections.Generic.List< string > badWords, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" ) . . . . .	50
5.18.2.4	Replace(string text, System.Collections.Generic.List< string > badWords) . . . . .	50
5.18.2.5	ReplaceAll(string testString, params string[] sources) . . . . .	51
5.18.2.6	Unmark(string text, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" ) 51	
5.18.3	Member Data Documentation . . . . .	52
5.18.3.1	MarkPostfix . . . . .	52
5.18.3.2	MarkPrefix . . . . .	52
5.19	Crosstales.Common.EditorUtil.BaseGAApi Class Reference . . . . .	52
5.19.1	Detailed Description . . . . .	52
5.19.2	Member Function Documentation . . . . .	52
5.19.2.1	Event(string name, string version, string category, string action, string label=""", int value=0) . . . . .	52
5.20	Crosstales.Common.Util.BaseHelper Class Reference . . . . .	53
5.20.1	Detailed Description . . . . .	55
5.20.2	Member Function Documentation . . . . .	55
5.20.2.1	ClearLineEndings(string text) . . . . .	55
5.20.2.2	ClearSpaces(string text) . . . . .	55
5.20.2.3	ClearTags(string text) . . . . .	55
5.20.2.4	FormatBytesToHRF(long bytes) . . . . .	55
5.20.2.5	FormatSecondsToHourMinSec(double seconds) . . . . .	56
5.20.2.6	HSVToRGB(float h, float s, float v, float a=1f) . . . . .	56
5.20.2.7	IsValidURL(string url) . . . . .	56



5.20.2.8	<code>RemoteCertificateValidationCallback(System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)</code> . . . . .	56
5.20.2.9	<code>SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)</code> . . . . .	57
5.20.2.10	<code>ValidateFile(string path)</code> . . . . .	57
5.20.2.11	<code>ValidatePath(string path, bool addEndDelimiter=true)</code> . . . . .	57
5.20.2.12	<code>ValidURLFromFilePath(string path)</code> . . . . .	57
5.20.3	Property Documentation . . . . .	58
5.20.3.1	<code>CurrentPlatform</code> . . . . .	58
5.20.3.2	<code>isAndroidPlatform</code> . . . . .	58
5.20.3.3	<code>isAppleBasedPlatform</code> . . . . .	58
5.20.3.4	<code>isEditor</code> . . . . .	58
5.20.3.5	<code>isEditorMode</code> . . . . .	59
5.20.3.6	<code>isInternetAvailable</code> . . . . .	59
5.20.3.7	<code>isIOSPlatform</code> . . . . .	59
5.20.3.8	<code>isLinuxPlatform</code> . . . . .	59
5.20.3.9	<code>isMacOSPlatform</code> . . . . .	59
5.20.3.10	<code>isStandalonePlatform</code> . . . . .	59
5.20.3.11	<code>isWebGLPlatform</code> . . . . .	60
5.20.3.12	<code>isWebPlatform</code> . . . . .	60
5.20.3.13	<code>isWebPlayerPlatform</code> . . . . .	60
5.20.3.14	<code>isWindowsBasedPlatform</code> . . . . .	60
5.20.3.15	<code>isWindowsPlatform</code> . . . . .	60
5.20.3.16	<code>isWSAPlatform</code> . . . . .	61
5.21	<code>Crosstales.BWF.Manager.BaseManager</code> Class Reference . . . . .	61
5.21.1	Detailed Description . . . . .	61
5.21.2	Member Data Documentation . . . . .	61
5.21.2.1	<code>DontDestroy</code> . . . . .	61
5.21.2.2	<code>MarkPostfix</code> . . . . .	61
5.21.2.3	<code>MarkPrefix</code> . . . . .	62

5.22	<a href="#">Crosstales.BWF.Provider.BaseProvider Class Reference</a>	62
5.22.1	<a href="#">Detailed Description</a>	63
5.22.2	<a href="#">Member Function Documentation</a>	63
5.22.2.1	<a href="#">init()</a>	63
5.22.2.2	<a href="#">Load()</a>	63
5.22.2.3	<a href="#">Save()</a>	64
5.22.3	<a href="#">Member Data Documentation</a>	64
5.22.3.1	<a href="#">ClearOnLoad</a>	64
5.22.3.2	<a href="#">Name</a>	64
5.22.3.3	<a href="#">RegexOption1</a>	64
5.22.3.4	<a href="#">RegexOption2</a>	64
5.22.3.5	<a href="#">RegexOption3</a>	64
5.22.3.6	<a href="#">RegexOption4</a>	64
5.22.3.7	<a href="#">RegexOption5</a>	64
5.22.3.8	<a href="#">Sources</a>	65
5.23	<a href="#">Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference</a>	65
5.23.1	<a href="#">Detailed Description</a>	65
5.24	<a href="#">Crosstales.Common.EditorTask.BaseSetupResources Class Reference</a>	65
5.24.1	<a href="#">Detailed Description</a>	66
5.25	<a href="#">Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference</a>	66
5.25.1	<a href="#">Detailed Description</a>	66
5.26	<a href="#">Crosstales.BWF.BWFManager Class Reference</a>	66
5.26.1	<a href="#">Detailed Description</a>	67
5.26.2	<a href="#">Member Function Documentation</a>	67
5.26.2.1	<a href="#">Contains(string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)</a>	67
5.26.2.2	<a href="#">ContainsMT(out bool result, ref string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)</a>	68
5.26.2.3	<a href="#">GetAll(string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)</a>	68
5.26.2.4	<a href="#">GetAllMT(out System.Collections.Generic.List&lt; string &gt; result, ref string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)</a>	68

5.26.2.5	<code>Load(Model.ManagerMask mask=Model.ManagerMask.All)</code> . . . . .	69
5.26.2.6	<code>Mark(string text, System.Collections.Generic.List&lt; string &gt; unwantedWords, string prefix=""&lt;b&gt;&lt;color=red&gt;"", string postfix=""&lt;/color&gt;&lt;/b&gt;"")</code> . . . . .	69
5.26.2.7	<code>Replace(string text, System.Collections.Generic.List&lt; string &gt; unwantedWords, Model.ManagerMask mask=Model.ManagerMask.All)</code> . . . . .	69
5.26.2.8	<code>ReplaceAll(string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)</code> . . . . .	70
5.26.2.9	<code>ReplaceAllMT(out string result, ref string testString, Model.ManagerMask mask=Model.ManagerMask.All, params string[] sources)</code> . . . . .	70
5.26.2.10	<code>Sources(Model.ManagerMask mask=Model.ManagerMask.All)</code> . . . . .	70
5.26.2.11	<code>Unmark(string text, string prefix=""&lt;b&gt;&lt;color=red&gt;"", string postfix=""&lt;/color&gt;&lt;/b&gt;"")</code> . . . . .	71
5.26.3	Property Documentation . . . . .	71
5.26.3.1	<code>isReady</code> . . . . .	71
5.27	<code>Crosstales.BWF.EditorExtension.BWFManagerEditor</code> Class Reference . . . . .	71
5.27.1	Detailed Description . . . . .	72
5.28	<code>Crosstales.BWF.EditorIntegration.BWFMenu</code> Class Reference . . . . .	72
5.28.1	Detailed Description . . . . .	72
5.29	<code>Crosstales.BWF.Filter.CapitalizationFilter</code> Class Reference . . . . .	72
5.29.1	Detailed Description . . . . .	73
5.29.2	Constructor & Destructor Documentation . . . . .	73
5.29.2.1	<code>CapitalizationFilter(int capitalizationCharsNumber, string markPrefix, string markPostfix)</code> . . . . .	73
5.29.3	Member Function Documentation . . . . .	73
5.29.3.1	<code>Contains(string testString, params string[] sources)</code> . . . . .	73
5.29.3.2	<code>GetAll(string testString, params string[] sources)</code> . . . . .	74
5.29.3.3	<code>Replace(string text, System.Collections.Generic.List&lt; string &gt; badWords)</code> . . . . .	74
5.29.3.4	<code>ReplaceAll(string testString, params string[] sources)</code> . . . . .	74
5.29.4	Property Documentation . . . . .	75
5.29.4.1	<code>CharacterNumber</code> . . . . .	75
5.29.4.2	<code>isReady</code> . . . . .	75
5.29.4.3	<code>RegularExpression</code> . . . . .	75
5.30	<code>Crosstales.BWF.Manager.CapitalizationManager</code> Class Reference . . . . .	75
5.30.1	Detailed Description . . . . .	76

5.30.2	Member Function Documentation	76
5.30.2.1	Contains(string testString)	76
5.30.2.2	ContainsMT(out bool result, string testString)	77
5.30.2.3	GetAll(string testString)	77
5.30.2.4	GetAllMT(out System.Collections.Generic.List< string > result, string testString)	77
5.30.2.5	Load()	78
5.30.2.6	Mark(string text, System.Collections.Generic.List< string > capitalWords, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" )	78
5.30.2.7	Replace(string text, System.Collections.Generic.List< string > capitalWords)	78
5.30.2.8	ReplaceAll(string testString)	78
5.30.2.9	ReplaceAllMT(out string result, string testString)	79
5.30.2.10	Unmark(string text, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" )	79
5.30.3	Member Data Documentation	79
5.30.3.1	CapitalizationCharsNumber	79
5.30.4	Property Documentation	79
5.30.4.1	CharacterNumber	79
5.30.4.2	isReady	80
5.31	Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference	80
5.31.1	Detailed Description	80
5.32	Crosstales.BWF.EditorTask.CompileDefines Class Reference	80
5.32.1	Detailed Description	81
5.33	Crosstales.BWF.Util.Config Class Reference	81
5.33.1	Detailed Description	81
5.33.2	Member Function Documentation	81
5.33.2.1	Load()	81
5.33.2.2	Reset()	82
5.33.2.3	Save()	82
5.33.3	Member Data Documentation	82
5.33.3.1	DEBUG	82
5.33.3.2	DEBUG_BADWORDS	82
5.33.3.3	DEBUG_DOMAINS	82

5.33.3.4	isLoaded	82
5.34	Crosstales.BWF.EditorIntegration.ConfigBase Class Reference	82
5.34.1	Detailed Description	83
5.35	Crosstales.BWF.EditorTask.ConfigLoader Class Reference	83
5.35.1	Detailed Description	83
5.36	Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference	83
5.36.1	Detailed Description	84
5.37	Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference	84
5.37.1	Detailed Description	84
5.38	Crosstales.BWF.Util.Constants Class Reference	85
5.38.1	Detailed Description	86
5.38.2	Member Data Documentation	86
5.38.2.1	ASSET_API_URL	86
5.38.2.2	ASSET_BUILD	86
5.38.2.3	ASSET_CHANGED	86
5.38.2.4	ASSET_CONTACT	86
5.38.2.5	ASSET_CREATED	86
5.38.2.6	ASSET_FORUM_URL	86
5.38.2.7	ASSET_MANUAL_URL	87
5.38.2.8	ASSET_NAME	87
5.38.2.9	ASSET_PRO_URL	87
5.38.2.10	ASSET_UPDATE_CHECK_URL	87
5.38.2.11	ASSET_VERSION	87
5.38.2.12	ASSET_VIDEO_PROMO	87
5.38.2.13	ASSET_VIDEO_TUTORIAL	87
5.38.2.14	ASSET_WEB_URL	87
5.38.2.15	isPro	87
5.38.2.16	MANAGER_SCENE_OBJECT_NAME	88
5.39	Crosstales.BWF.PlayMaker.ContainsEditor Class Reference	88
5.39.1	Detailed Description	88

5.40	HutongGames.PlayMaker.Actions.ContainsString Class Reference	88
5.40.1	Detailed Description	89
5.40.2	Member Data Documentation	89
5.40.2.1	Contains	89
5.40.2.2	Text	89
5.41	Crosstales.Common.Util.CTPlayerPrefs Class Reference	89
5.41.1	Detailed Description	90
5.41.2	Member Function Documentation	90
5.41.2.1	DeleteAll()	90
5.41.2.2	DeleteKey(string key)	90
5.41.2.3	GetBool(string key)	91
5.41.2.4	GetFloat(string key)	91
5.41.2.5	GetInt(string key)	91
5.41.2.6	GetString(string key)	91
5.41.2.7	HasKey(string key)	92
5.41.2.8	Save()	92
5.41.2.9	SetBool(string key, bool value)	92
5.41.2.10	SetFloat(string key, float value)	92
5.41.2.11	SetInt(string key, int value)	92
5.41.2.12	SetString(string key, string value)	93
5.42	Crosstales.Common.Util.CTWebClient Class Reference	93
5.42.1	Detailed Description	94
5.42.2	Property Documentation	94
5.42.2.1	ConnectionLimit	94
5.42.2.2	Timeout	94
5.43	Crosstales.BWF.Filter.DomainFilter Class Reference	94
5.43.1	Detailed Description	95
5.43.2	Constructor & Destructor Documentation	95
5.43.2.1	DomainFilter(System.Collections.Generic.List< Provider.DomainProvider > domainProvider, string replaceCharacters, string markPrefix, string markPostfix)	95
5.43.3	Member Function Documentation	95

5.43.3.1	Contains(string testString, params string[] sources)	95
5.43.3.2	GetAll(string testString, params string[] sources)	96
5.43.3.3	Replace(string text, System.Collections.Generic.List< string > domains)	96
5.43.3.4	ReplaceAll(string testString, params string[] sources)	96
5.43.4	Member Data Documentation	97
5.43.4.1	ReplaceCharacters	97
5.43.5	Property Documentation	97
5.43.5.1	DomainProvider	97
5.43.5.2	isReady	97
5.44	Crosstales.BWF.Manager.DomainManager Class Reference	97
5.44.1	Detailed Description	98
5.44.2	Member Function Documentation	99
5.44.2.1	Contains(string testString, params string[] sources)	99
5.44.2.2	ContainsMT(out bool result, string testString, params string[] sources)	100
5.44.2.3	GetAll(string testString, params string[] sources)	100
5.44.2.4	GetAllMT(out System.Collections.Generic.List< string > result, string testString, params string[] sources)	100
5.44.2.5	Load()	101
5.44.2.6	Mark(string text, System.Collections.Generic.List< string > domains, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" )	101
5.44.2.7	Replace(string text, System.Collections.Generic.List< string > domains)	101
5.44.2.8	ReplaceAll(string testString, params string[] sources)	101
5.44.2.9	ReplaceAllMT(out string result, string testString, params string[] sources)	102
5.44.2.10	Unmark(string text, string prefix=""<b><color=red>"" , string postfix=""</color></b>"" )	102
5.44.3	Member Data Documentation	102
5.44.3.1	DomainProvider	102
5.44.3.2	ReplaceChars	102
5.44.4	Property Documentation	102
5.44.4.1	isReady	102
5.44.4.2	ReplaceCharacters	103
5.44.4.3	Sources	103

5.45	<a href="#">Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference</a>	103
5.45.1	<a href="#">Detailed Description</a>	103
5.46	<a href="#">Crosstales.BWF.Provider.DomainProvider Class Reference</a>	104
5.46.1	<a href="#">Detailed Description</a>	104
5.46.2	<a href="#">Member Function Documentation</a>	105
5.46.2.1	<a href="#">init()</a>	105
5.46.2.2	<a href="#">Load()</a>	105
5.46.3	<a href="#">Property Documentation</a>	105
5.46.3.1	<a href="#">DebugDomainsRegex</a>	105
5.46.3.2	<a href="#">DomainsRegex</a>	105
5.47	<a href="#">Crosstales.BWF.Provider.DomainProviderText Class Reference</a>	105
5.47.1	<a href="#">Detailed Description</a>	106
5.47.2	<a href="#">Member Function Documentation</a>	106
5.47.2.1	<a href="#">Load()</a>	106
5.47.2.2	<a href="#">Save()</a>	106
5.48	<a href="#">Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference</a>	106
5.48.1	<a href="#">Detailed Description</a>	107
5.49	<a href="#">Crosstales.BWF.Model.Domains Class Reference</a>	107
5.49.1	<a href="#">Detailed Description</a>	107
5.49.2	<a href="#">Constructor &amp; Destructor Documentation</a>	107
5.49.2.1	<a href="#">Domains(Source source, System.Collections.Generic.List&lt; string &gt; domainList)</a>	107
5.49.3	<a href="#">Member Data Documentation</a>	108
5.49.3.1	<a href="#">DomainList</a>	108
5.49.3.2	<a href="#">Source</a>	108
5.50	<a href="#">Crosstales.BWF.EditorUtil.EditorConfig Class Reference</a>	108
5.50.1	<a href="#">Detailed Description</a>	109
5.50.2	<a href="#">Member Function Documentation</a>	109
5.50.2.1	<a href="#">Load()</a>	109
5.50.2.2	<a href="#">Reset()</a>	109
5.50.2.3	<a href="#">Save()</a>	109



5.50.3	Member Data Documentation . . . . .	109
5.50.3.1	HIERARCHY_ICON . . . . .	109
5.50.3.2	isLoading . . . . .	109
5.50.3.3	PREFAB_AUTOLOAD . . . . .	109
5.50.3.4	REMINDER_CHECK . . . . .	110
5.50.3.5	TELEMETRY . . . . .	110
5.50.3.6	UPDATE_CHECK . . . . .	110
5.50.4	Property Documentation . . . . .	110
5.50.4.1	ASSET_PATH . . . . .	110
5.50.4.2	PREFAB_PATH . . . . .	110
5.51	Crosstales.BWF.EditorUtil.EditorConstants Class Reference . . . . .	110
5.51.1	Detailed Description . . . . .	111
5.51.2	Member Data Documentation . . . . .	111
5.51.2.1	PREFAB_SUBPATH . . . . .	111
5.51.3	Property Documentation . . . . .	111
5.51.3.1	ASSET_UID . . . . .	111
5.51.3.2	ASSET_URL . . . . .	112
5.52	Crosstales.BWF.EditorUtil.EditorHelper Class Reference . . . . .	112
5.52.1	Detailed Description . . . . .	113
5.52.2	Member Function Documentation . . . . .	113
5.52.2.1	BWFUnavailable() . . . . .	113
5.52.2.2	InstantiatePrefab(string prefabName) . . . . .	113
5.52.2.3	ReadOnlyTextField(string label, string text) . . . . .	114
5.52.2.4	SeparatorUI(int space=12) . . . . .	114
5.52.3	Member Data Documentation . . . . .	114
5.52.3.1	GO_ID . . . . .	114
5.52.3.2	MENU_ID . . . . .	114
5.52.4	Property Documentation . . . . .	114
5.52.4.1	isBWFInScene . . . . .	114
5.53	Crosstales.ExtensionMethods Class Reference . . . . .	114

5.53.1	Detailed Description	115
5.53.2	Member Function Documentation	115
5.53.2.1	CTAddRange< T, S >(this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection)	115
5.53.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	116
5.53.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	116
5.53.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	116
5.53.2.5	CTDump< T >(this T[] array)	117
5.53.2.6	CTDump< T >(this System.Collections.Generic.List< T > list)	117
5.53.2.7	CTEquals(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	117
5.53.2.8	CTReplace(this string str, string oldString, string newString, System.String↔ Comparison comp=System.StringComparison.OrdinalIgnoreCase)	117
5.53.2.9	CTShuffle< T >(this T[] array)	118
5.53.2.10	CTShuffle< T >(this System.Collections.Generic.IList< T > list)	118
5.53.2.11	CTToString< T >(this T[] array)	118
5.53.2.12	CTToString< T >(this System.Collections.Generic.List< T > list)	118
5.53.2.13	CTToTitleCase(this string str)	119
5.54	Crosstales.DJ.Demo.Util.FFTAnalyzer Class Reference	119
5.54.1	Detailed Description	120
5.55	Crosstales.UI.Util.FPSDisplay Class Reference	120
5.55.1	Detailed Description	120
5.56	Crosstales.BWF.EditorUtil.GAApi Class Reference	120
5.56.1	Detailed Description	121
5.56.2	Member Function Documentation	121
5.56.2.1	Event(string category, string action, string label="","", int value=0)	121
5.57	Crosstales.BWF.Demo.GUIMain Class Reference	121
5.57.1	Detailed Description	123
5.58	Crosstales.BWF.Demo.GUISource Class Reference	123
5.58.1	Detailed Description	123
5.59	Crosstales.BWF.Util.Helper Class Reference	124

5.59.1	Detailed Description	124
5.59.2	Member Function Documentation	124
5.59.2.1	CreateReplaceString(string replaceChars, int stringLength)	124
5.59.3	Property Documentation	124
5.59.3.1	isSupportedPlatform	124
5.60	Crosstales.BWF.Filter.IFilter Interface Reference	125
5.60.1	Detailed Description	125
5.60.2	Member Function Documentation	125
5.60.2.1	Contains(string testString, params string[] sources)	125
5.60.2.2	GetAll(string testString, params string[] sources)	126
5.60.2.3	Mark(string text, System.Collections.Generic.List< string > badWords, string prefix=""<b><color=red>""", string postfix=""</color></b>""")	126
5.60.2.4	Replace(string text, System.Collections.Generic.List< string > badWords)	127
5.60.2.5	ReplaceAll(string testString, params string[] sources)	127
5.60.2.6	Unmark(string text, string prefix=""<b><color=red>""", string postfix=""</color></b>""")	127
5.60.3	Property Documentation	128
5.60.3.1	isReady	128
5.60.3.2	Sources	128
5.61	Crosstales.BWF.Provider.IProvider Interface Reference	128
5.61.1	Detailed Description	129
5.61.2	Member Function Documentation	129
5.61.2.1	Load()	129
5.61.2.2	Save()	129
5.61.3	Property Documentation	129
5.61.3.1	isReady	129
5.62	Crosstales.BWF.EditorTask.Launch Class Reference	129
5.62.1	Detailed Description	130
5.63	HutongGames.PlayMaker.Actions.MarkString Class Reference	130
5.63.1	Detailed Description	130
5.64	Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference	131
5.64.1	Detailed Description	131

5.65	HutongGames.PlayMaker.Actions.MarkUI Class Reference	131
5.65.1	Detailed Description	132
5.66	Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference	132
5.66.1	Detailed Description	132
5.67	Crosstales.Common.EditorTask.NYCheck Class Reference	132
5.67.1	Detailed Description	132
5.68	Crosstales.Common.EditorTask.OCCheck Class Reference	133
5.68.1	Detailed Description	133
5.69	Crosstales.Common.Util.PlatformController Class Reference	133
5.69.1	Detailed Description	134
5.69.2	Member Data Documentation	134
5.69.2.1	Objects	134
5.69.2.2	Platforms	134
5.70	Crosstales.BWF.Filter.PunctuationFilter Class Reference	134
5.70.1	Detailed Description	135
5.70.2	Constructor & Destructor Documentation	135
5.70.2.1	PunctuationFilter(int punctuationCharacterNumber, string markPrefix, string markPostfix)	135
5.70.3	Member Function Documentation	135
5.70.3.1	Contains(string testString, params string[] sources)	135
5.70.3.2	GetAll(string testString, params string[] sources)	136
5.70.3.3	Replace(string text, System.Collections.Generic.List< string > badWords)	136
5.70.3.4	ReplaceAll(string testString, params string[] sources)	136
5.70.4	Property Documentation	137
5.70.4.1	CharacterNumber	137
5.70.4.2	isReady	137
5.70.4.3	RegularExpression	137
5.71	Crosstales.BWF.Manager.PunctuationManager Class Reference	137
5.71.1	Detailed Description	138
5.71.2	Member Function Documentation	138
5.71.2.1	Contains(string testString)	138

5.71.2.2	<a href="#">ContainsMT(out bool result, string testString)</a>	139
5.71.2.3	<a href="#">GetAll(string testString)</a>	139
5.71.2.4	<a href="#">GetAllMT(out System.Collections.Generic.List&lt; string &gt; result, string testString)</a>	139
5.71.2.5	<a href="#">Load()</a>	140
5.71.2.6	<a href="#">Mark(string text, System.Collections.Generic.List&lt; string &gt; punctuations, string prefix=""&lt;b&gt;&lt;color=red&gt;""", string postfix=""&lt;/color&gt;&lt;/b&gt;""")</a>	140
5.71.2.7	<a href="#">Replace(string text, System.Collections.Generic.List&lt; string &gt; punctuations)</a>	140
5.71.2.8	<a href="#">ReplaceAll(string testString)</a>	140
5.71.2.9	<a href="#">ReplaceAllMT(out string result, string testString)</a>	141
5.71.2.10	<a href="#">Unmark(string text, string prefix=""&lt;b&gt;&lt;color=red&gt;""", string postfix=""&lt;/color&gt;&lt;/b&gt;""")</a>	141
5.71.3	<a href="#">Member Data Documentation</a>	141
5.71.3.1	<a href="#">PunctuationCharsNumber</a>	141
5.71.4	<a href="#">Property Documentation</a>	141
5.71.4.1	<a href="#">CharacterNumber</a>	141
5.71.4.2	<a href="#">isReady</a>	142
5.72	<a href="#">Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference</a>	142
5.72.1	<a href="#">Detailed Description</a>	142
5.73	<a href="#">Crosstales.Common.Util.RandomColor Class Reference</a>	142
5.73.1	<a href="#">Detailed Description</a>	143
5.74	<a href="#">Crosstales.Common.Util.RandomRotator Class Reference</a>	143
5.74.1	<a href="#">Detailed Description</a>	144
5.75	<a href="#">Crosstales.Common.Util.RandomScaler Class Reference</a>	144
5.75.1	<a href="#">Detailed Description</a>	144
5.76	<a href="#">Crosstales.BWF.EditorTask.ReminderCheck Class Reference</a>	144
5.76.1	<a href="#">Detailed Description</a>	145
5.77	<a href="#">HutongGames.PlayMaker.Actions.ReplaceString Class Reference</a>	145
5.77.1	<a href="#">Detailed Description</a>	145
5.77.2	<a href="#">Member Data Documentation</a>	146
5.77.2.1	<a href="#">ReplaceInput</a>	146
5.78	<a href="#">Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference</a>	146
5.78.1	<a href="#">Detailed Description</a>	146

5.79	HutongGames.PlayMaker.Actions.ReplaceUI Class Reference	146
5.79.1	Detailed Description	147
5.79.2	Member Data Documentation	147
5.79.2.1	ReplaceInput	147
5.80	Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference	147
5.80.1	Detailed Description	148
5.81	Crosstales.UI.Util.ScrollRectHandler Class Reference	148
5.81.1	Detailed Description	148
5.82	Crosstales.Common.Util.SerializeDeSerialize< T > Class Template Reference	148
5.82.1	Detailed Description	149
5.83	Crosstales.BWF.EditorTask.SetupResources Class Reference	149
5.83.1	Detailed Description	149
5.84	Crosstales.UI.Social Class Reference	149
5.84.1	Detailed Description	150
5.85	Crosstales.BWF.Model.Source Class Reference	150
5.85.1	Detailed Description	150
5.85.2	Member Data Documentation	151
5.85.2.1	Description	151
5.85.2.2	Icon	151
5.85.2.3	Name	151
5.85.2.4	Resource	151
5.85.2.5	URL	151
5.86	Crosstales.BWF.Demo.SourceEntry Class Reference	151
5.86.1	Detailed Description	152
5.87	Crosstales.DJ.Demo.Util.SpectrumVisualizer Class Reference	152
5.87.1	Detailed Description	153
5.88	Crosstales.UI.StaticManager Class Reference	153
5.88.1	Detailed Description	153
5.89	Crosstales.UI.Util.TakeScreenshot Class Reference	153
5.89.1	Detailed Description	154

5.90	Crosstales.BWF.EditorTask.Telemetry Class Reference	154
5.90.1	Detailed Description	154
5.91	Crosstales.UI.UIDrag Class Reference	154
5.91.1	Detailed Description	155
5.92	Crosstales.UI.UIFocus Class Reference	155
5.92.1	Detailed Description	155
5.93	Crosstales.UI.UIHint Class Reference	156
5.93.1	Detailed Description	156
5.93.2	Member Data Documentation	156
5.93.2.1	Delay	156
5.93.2.2	Disable	157
5.93.2.3	FadeAtStart	157
5.93.2.4	FadeTime	157
5.93.2.5	Group	157
5.94	Crosstales.UI.UIResize Class Reference	157
5.94.1	Detailed Description	158
5.94.2	Member Data Documentation	158
5.94.2.1	MaxSize	158
5.94.2.2	MinSize	158
5.95	Crosstales.UI.UIWindowManager Class Reference	158
5.95.1	Detailed Description	158
5.95.2	Member Data Documentation	159
5.95.2.1	Windows	159
5.96	Crosstales.BWF.EditorTask.UpdateCheck Class Reference	159
5.96.1	Detailed Description	159
5.97	Crosstales.UI.WindowManager Class Reference	159
5.97.1	Detailed Description	160
5.97.2	Member Data Documentation	160
5.97.2.1	Dependencies	160
5.97.2.2	Speed	160
<b>6</b>	<b>More information</b>	<b>161</b>
6.1	Homepage	161
6.2	AssetStore	161
6.3	Forum	161
6.4	Documentation	161
6.5	Demos	161
6.5.1	WebGL	161
6.5.2	Android	161
6.6	Videos	162
6.6.1	Promotion	162
6.6.2	Tutorial	162
	<b>Index</b>	<b>163</b>

# 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.Model . . . . . 16
- Crosstales.Common.Model.Enum . . . . . 16
- Crosstales.Common.Util . . . . . 17
- Crosstales.DJ . . . . . 17
- Crosstales.DJ.Demo . . . . . 17
- Crosstales.DJ.Demo.Util . . . . . 17
- Crosstales.UI . . . . . 18
- Crosstales.UI.Util . . . . . 18
- HutongGames . . . . . 19
- HutongGames.PlayMaker . . . . . 19
- HutongGames.PlayMaker.Actions . . . . . 19





## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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

Crosstales.BWF.EditorTask.AutoInitalize . . . . .	24
Crosstales.BWF.Model.BadWords . . . . .	39
Crosstales.Common.EditorTask.BaseCompileDefines . . . . .	44
Crosstales.BWF.EditorTask.CompileDefines . . . . .	80
Crosstales.Common.Util.BaseConstants . . . . .	45
Crosstales.BWF.Util.Constants . . . . .	85
Crosstales.Common.EditorUtil.BaseGAApi . . . . .	52
Crosstales.BWF.EditorUtil.GAApi . . . . .	120
Crosstales.Common.Util.BaseHelper . . . . .	53
Crosstales.BWF.Util.Helper . . . . .	124
Crosstales.Common.EditorTask.BaseSetupResources . . . . .	65
Crosstales.BWF.EditorTask.SetupResources . . . . .	149
Crosstales.BWF.EditorIntegration.BWFMenu . . . . .	72
Crosstales.BWF.Util.Config . . . . .	81
Crosstales.BWF.EditorTask.ConfigLoader . . . . .	83
Crosstales.Common.Util.CTPlayerPrefs . . . . .	89
CustomActionEditor	
Crosstales.BWF.PlayMaker.BaseBWFEditor . . . . .	44
Crosstales.BWF.PlayMaker.ContainsEditor . . . . .	88
Crosstales.BWF.PlayMaker.MarkStringEditor . . . . .	131
Crosstales.BWF.PlayMaker.MarkUIEditor . . . . .	132
Crosstales.BWF.PlayMaker.ReplaceStringEditor . . . . .	146
Crosstales.BWF.PlayMaker.ReplaceUIEditor . . . . .	147
Crosstales.BWF.Model.Domains . . . . .	107
Editor	
Crosstales.BWF.EditorExtension.BadWordManagerEditor . . . . .	35
Crosstales.BWF.EditorExtension.BaseProviderEditor . . . . .	65
Crosstales.BWF.EditorExtension.BadWordProviderTextEditor . . . . .	39
Crosstales.BWF.EditorExtension.DomainProviderTextEditor . . . . .	106
Crosstales.BWF.EditorExtension.BWFManagerEditor . . . . .	71
Crosstales.BWF.EditorExtension.CapitalizationManagerEditor . . . . .	80
Crosstales.BWF.EditorExtension.DomainManagerEditor . . . . .	103
Crosstales.BWF.EditorExtension.PunctuationManagerEditor . . . . .	142
Crosstales.BWF.EditorUtil.EditorConfig . . . . .	108

Crosstales.BWF.EditorUtil.EditorConstants	110
Crosstales.BWF.EditorUtil.EditorHelper	112
EditorWindow	
Crosstales.BWF.EditorIntegration.ConfigBase	82
Crosstales.BWF.EditorIntegration.ConfigPreferences	83
Crosstales.BWF.EditorIntegration.ConfigWindow	84
Crosstales.ExtensionMethods	114
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseBWFAction	40
HutongGames.PlayMaker.Actions.BaseBWFActionString	42
HutongGames.PlayMaker.Actions.MarkString	130
HutongGames.PlayMaker.Actions.ReplaceString	145
HutongGames.PlayMaker.Actions.BaseBWFActionUI	43
HutongGames.PlayMaker.Actions.MarkUI	131
HutongGames.PlayMaker.Actions.ReplaceUI	146
HutongGames.PlayMaker.Actions.ContainsString	88
IDragHandler	
Crosstales.UI.UIResize	157
Crosstales.BWF.Filter.IFilter	125
Crosstales.BWF.Filter.BaseFilter	48
Crosstales.BWF.Filter.BadWordFilter	25
Crosstales.BWF.Filter.CapitalizationFilter	72
Crosstales.BWF.Filter.DomainFilter	94
Crosstales.BWF.Filter.PunctuationFilter	134
IPointerDownHandler	
Crosstales.UI.UIResize	157
Crosstales.BWF.Provider.IProvider	128
Crosstales.BWF.Provider.BaseProvider	62
Crosstales.BWF.Provider.BadWordProvider	36
Crosstales.BWF.Provider.BadWordProviderText	38
Crosstales.BWF.Provider.DomainProvider	104
Crosstales.BWF.Provider.DomainProviderText	105
Crosstales.BWF.EditorTask.Launch	129
MonoBehaviour	
Crosstales.BWF.BWFManager	66
Crosstales.BWF.Demo.GUIMain	121
Crosstales.BWF.Demo.GUISource	123
Crosstales.BWF.Demo.SourceEntry	151
Crosstales.BWF.EditorIntegration.BWFGameObject	66
Crosstales.BWF.Manager.BaseManager	61
Crosstales.BWF.Manager.BadWordManager	29
Crosstales.BWF.Manager.CapitalizationManager	75
Crosstales.BWF.Manager.DomainManager	97
Crosstales.BWF.Manager.PunctuationManager	137
Crosstales.BWF.Provider.BaseProvider	62
Crosstales.Common.Util.BackgroundController	25
Crosstales.Common.Util.PlatformController	133
Crosstales.Common.Util.RandomColor	142
Crosstales.Common.Util.RandomRotator	143
Crosstales.Common.Util.RandomScaler	144
Crosstales.DJ.Demo.Util.FFTAnalyzer	119
Crosstales.DJ.Demo.Util.SpectrumVisualizer	152
Crosstales.UI.Social	149
Crosstales.UI.StaticManager	153
Crosstales.UI.UIDrag	154
Crosstales.UI.UIFocus	155
Crosstales.UI.UIHint	156

Crosstales.UI.UIResize . . . . .	157
Crosstales.UI.UIWindowManager . . . . .	158
Crosstales.UI.Util.AudioFilterController . . . . .	21
Crosstales.UI.Util.AudioSourceController . . . . .	22
Crosstales.UI.Util.FPSDisplay . . . . .	120
Crosstales.UI.Util.ScrollRectHandler . . . . .	148
Crosstales.UI.Util.TakeScreenshot . . . . .	153
Crosstales.UI.WindowManager . . . . .	159
Crosstales.Common.EditorTask.NYCheck . . . . .	132
Crosstales.Common.EditorTask.OCCheck . . . . .	133
Crosstales.BWF.EditorTask.ReminderCheck . . . . .	144
Crosstales.Common.Util.SerializeDeSerialize< T > . . . . .	148
Crosstales.BWF.Model.Source . . . . .	150
Crosstales.BWF.EditorTask.Telemetry . . . . .	154
Crosstales.BWF.EditorTask.UpdateCheck . . . . .	159
WebClient	
Crosstales.Common.Util.CTWebClient . . . . .	93



## Chapter 3

# Class Index

### 3.1 Class List

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

<a href="#">Crosstales.UI.Util.AudioFilterController</a>	Controller for audio filters. . . . .	21
<a href="#">Crosstales.UI.Util.AudioSourceController</a>	Controller for AudioSources. . . . .	22
<a href="#">Crosstales.BWF.EditorTask.AutoInitalize</a>	Automatically adds the necessary BWF-prefabs to the current scene. . . . .	24
<a href="#">Crosstales.Common.Util.BackgroundController</a>	Enables or disable game objects on Android or iOS in the background. . . . .	25
<a href="#">Crosstales.BWF.Filter.BadWordFilter</a>	Filter for bad words. The class can also replace all bad words inside a string. . . . .	25
<a href="#">Crosstales.BWF.Manager.BadWordManager</a>	Manager for for bad words. . . . .	29
<a href="#">Crosstales.BWF.EditorExtension.BadWordManagerEditor</a>	Custom editor for the 'BadWordManager'-class. . . . .	35
<a href="#">Crosstales.BWF.Provider.BadWordProvider</a>	Base class for bad word providers. . . . .	36
<a href="#">Crosstales.BWF.Provider.BadWordProviderText</a>	Text-file based bad word provider. . . . .	38
<a href="#">Crosstales.BWF.EditorExtension.BadWordProviderTextEditor</a>	Custom editor for the 'BadWordProviderText'-class. . . . .	39
<a href="#">Crosstales.BWF.Model.BadWords</a>	Model for a source of bad words. . . . .	39
<a href="#">HutongGames.PlayMaker.Actions.BaseBWFAction</a>	Base class for BWF-actions in <a href="#">PlayMaker</a> . . . . .	40
<a href="#">HutongGames.PlayMaker.Actions.BaseBWFActionString</a>	Base class for BWF-String-actions in <a href="#">PlayMaker</a> . . . . .	42
<a href="#">HutongGames.PlayMaker.Actions.BaseBWFActionUI</a>	Base class for BWF-UI-actions in <a href="#">PlayMaker</a> . . . . .	43
<a href="#">Crosstales.BWF.PlayMaker.BaseBWFEditor</a>	Base-class for custom editors. . . . .	44
<a href="#">Crosstales.Common.EditorTask.BaseCompileDefines</a>	Base for adding the given define symbols to <a href="#">PlayerSettings</a> define symbols. . . . .	44
<a href="#">Crosstales.Common.Util.BaseConstants</a>	Base for collected constants of very general utility for the asset. . . . .	45
<a href="#">Crosstales.BWF.Filter.BaseFilter</a>	Base class for all filters. . . . .	48

<a href="#">Crosstales.Common.EditorUtil.BaseGAApi</a>	
Base GA-wrapper API. . . . .	52
<a href="#">Crosstales.Common.Util.BaseHelper</a>	
Base for various helper functions. . . . .	53
<a href="#">Crosstales.BWF.Manager.BaseManager</a>	
Base class for all managers. . . . .	61
<a href="#">Crosstales.BWF.Provider.BaseProvider</a>	
Base class for all providers. . . . .	62
<a href="#">Crosstales.BWF.EditorExtension.BaseProviderEditor</a>	
Base-class for custom editors of children of the 'BaseProvider'-class. . . . .	65
<a href="#">Crosstales.Common.EditorTask.BaseSetupResources</a>	
Base for copying all resources to 'Editor Default Resources'. . . . .	65
<a href="#">Crosstales.BWF.EditorIntegration.BWFGameObject</a>	
Editor component for the "Hierarchy"-menu. . . . .	66
<a href="#">Crosstales.BWF.BWFManager</a>	
BWF is a multi-manager for all available managers. . . . .	66
<a href="#">Crosstales.BWF.EditorExtension.BWFManagerEditor</a>	
Custom editor for the 'BWFManager'-class. . . . .	71
<a href="#">Crosstales.BWF.EditorIntegration.BWFMenu</a>	
Editor component for the "Tools"-menu. . . . .	72
<a href="#">Crosstales.BWF.Filter.CapitalizationFilter</a>	
Filter for excessive capitalization. The class can also replace all capitalizations inside a string. . . . .	72
<a href="#">Crosstales.BWF.Manager.CapitalizationManager</a>	
Manager for excessive capitalization. . . . .	75
<a href="#">Crosstales.BWF.EditorExtension.CapitalizationManagerEditor</a>	
Custom editor for the 'CapitalizationManager'-class. . . . .	80
<a href="#">Crosstales.BWF.EditorTask.CompileDefines</a>	
Adds the given define symbols to PlayerSettings define symbols. . . . .	80
<a href="#">Crosstales.BWF.Util.Config</a>	
Configuration for the asset. . . . .	81
<a href="#">Crosstales.BWF.EditorIntegration.ConfigBase</a>	
Base class for editor windows. . . . .	82
<a href="#">Crosstales.BWF.EditorTask.ConfigLoader</a>	
Loads the configuration at startup. . . . .	83
<a href="#">Crosstales.BWF.EditorIntegration.ConfigPreferences</a>	
Unity "Preferences" extension. . . . .	83
<a href="#">Crosstales.BWF.EditorIntegration.ConfigWindow</a>	
Editor window extension. . . . .	84
<a href="#">Crosstales.BWF.Util.Constants</a>	
Collected constants of very general utility for the asset. . . . .	85
<a href="#">Crosstales.BWF.PlayMaker.ContainsEditor</a>	
Custom editor for the ContainsString-action. . . . .	88
<a href="#">HutongGames.PlayMaker.Actions.ContainsString</a>	
Contains-action for strings in <a href="#">PlayMaker</a> . . . . .	88
<a href="#">Crosstales.Common.Util.CTPlayerPrefs</a>	
Wrapper for the PlayerPrefs. . . . .	89
<a href="#">Crosstales.Common.Util.CTWebClient</a>	
Specialized WebClient. . . . .	93
<a href="#">Crosstales.BWF.Filter.DomainFilter</a>	
Filter for domains. The class can also replace all domains inside a string. . . . .	94
<a href="#">Crosstales.BWF.Manager.DomainManager</a>	
Manager for domains. . . . .	97
<a href="#">Crosstales.BWF.EditorExtension.DomainManagerEditor</a>	
Custom editor for the 'DomainManager'-class. . . . .	103
<a href="#">Crosstales.BWF.Provider.DomainProvider</a>	
Base class for domain providers. . . . .	104
<a href="#">Crosstales.BWF.Provider.DomainProviderText</a>	
Text-file based domain provider. . . . .	105

<a href="#">Crosstales.BWF.EditorExtension.DomainProviderTextEditor</a>	
Custom editor for the 'DomainProviderText'-class. . . . .	106
<a href="#">Crosstales.BWF.Model.Domains</a>	
Model for a source of domains. . . . .	107
<a href="#">Crosstales.BWF.EditorUtil.EditorConfig</a>	
Editor configuration for the asset. . . . .	108
<a href="#">Crosstales.BWF.EditorUtil.EditorConstants</a>	
Collected editor constants of very general utility for the asset. . . . .	110
<a href="#">Crosstales.BWF.EditorUtil.EditorHelper</a>	
Editor helper class. . . . .	112
<a href="#">Crosstales.ExtensionMethods</a>	
Various extension methods. . . . .	114
<a href="#">Crosstales.DJ.Demo.Util.FFTAnalyzer</a>	
FFT analyzer for an audio channel. . . . .	119
<a href="#">Crosstales.UI.Util.FPSDisplay</a>	
Simple FPS-Counter. . . . .	120
<a href="#">Crosstales.BWF.EditorUtil.GAApi</a>	
GA-wrapper API. . . . .	120
<a href="#">Crosstales.BWF.Demo.GUIMain</a>	
Main GUI controller. . . . .	121
<a href="#">Crosstales.BWF.Demo.GUISource</a>	
Generates a scrollable list of sources. . . . .	123
<a href="#">Crosstales.BWF.Util.Helper</a>	
Various helper functions. . . . .	124
<a href="#">Crosstales.BWF.Filter.IFilter</a>	
Interface for all filters. . . . .	125
<a href="#">Crosstales.BWF.Provider.IProvider</a>	
Interface for all providers. . . . .	128
<a href="#">Crosstales.BWF.EditorTask.Launch</a>	
Show the configuration window on the first launch. . . . .	129
<a href="#">HutongGames.PlayMaker.Actions.MarkString</a>	
Mark-action for strings in <a href="#">PlayMaker</a> . . . . .	130
<a href="#">Crosstales.BWF.PlayMaker.MarkStringEditor</a>	
Custom editor for the MarkString-action. . . . .	131
<a href="#">HutongGames.PlayMaker.Actions.MarkUI</a>	
Mark-action for UI-elements in <a href="#">PlayMaker</a> . . . . .	131
<a href="#">Crosstales.BWF.PlayMaker.MarkUIEditor</a>	
Custom editor for the MarkUI-action. . . . .	132
<a href="#">Crosstales.Common.EditorTask.NYCheck</a>	
Checks if a 'Happy new year'-message must be displayed. . . . .	132
<a href="#">Crosstales.Common.EditorTask.OCCheck</a>	
Checks if 'Online Check' is installed. . . . .	133
<a href="#">Crosstales.Common.Util.PlatformController</a>	
Enables or disable game objects for a given platform. . . . .	133
<a href="#">Crosstales.BWF.Filter.PunctuationFilter</a>	
Filter for excessive punctuation. The class can also replace all punctuona inside a string. . . . .	134
<a href="#">Crosstales.BWF.Manager.PunctuationManager</a>	
Manager for excessive punctuation. . . . .	137
<a href="#">Crosstales.BWF.EditorExtension.PunctuationManagerEditor</a>	
Custom editor for the 'PunctuationManager'-class. . . . .	142
<a href="#">Crosstales.Common.Util.RandomColor</a>	
Random color changer. . . . .	142
<a href="#">Crosstales.Common.Util.RandomRotator</a>	
Random rotation changer. . . . .	143
<a href="#">Crosstales.Common.Util.RandomScaler</a>	
Random scale changer. . . . .	144
<a href="#">Crosstales.BWF.EditorTask.ReminderCheck</a>	
Reminds the customer to create an UAS review. . . . .	144



<a href="#">HutongGames.PlayMaker.Actions.ReplaceString</a>	
Replace-action for strings in <a href="#">PlayMaker</a> .	145
<a href="#">Crosstales.BWF.PlayMaker.ReplaceStringEditor</a>	
Custom editor for the <a href="#">ReplaceString</a> -action.	146
<a href="#">HutongGames.PlayMaker.Actions.ReplaceUI</a>	
Replace-action for UI-elements in <a href="#">PlayMaker</a> .	146
<a href="#">Crosstales.BWF.PlayMaker.ReplaceUIEditor</a>	
Custom editor for the <a href="#">ReplaceUI</a> -action.	147
<a href="#">Crosstales.UI.Util.ScrollRectHandler</a>	
Changes the sensitivity of <a href="#">ScrollRects</a> under various platforms.	148
<a href="#">Crosstales.Common.Util.SerializeDeSerialize&lt; T &gt;</a>	
Serialize and deserialize objects to/from binary files.	148
<a href="#">Crosstales.BWF.EditorTask.SetupResources</a>	
Copies all resources to 'Editor Default Resources'.	149
<a href="#">Crosstales.UI.Social</a>	
<a href="#">Crosstales</a> social media links.	149
<a href="#">Crosstales.BWF.Model.Source</a>	
Base class for sources.	150
<a href="#">Crosstales.BWF.Demo.SourceEntry</a>	
Wrapper for sources.	151
<a href="#">Crosstales.DJ.Demo.Util.SpectrumVisualizer</a>	
Simple spectrum visualizer.	152
<a href="#">Crosstales.UI.StaticManager</a>	
Static Button Manager.	153
<a href="#">Crosstales.UI.Util.TakeScreenshot</a>	
Take a screen shot of the application.	153
<a href="#">Crosstales.BWF.EditorTask.Telemetry</a>	
Gather some telemetry data for the asset.	154
<a href="#">Crosstales.UI.UIDrag</a>	
Allow to Drag the Windows arround.	154
<a href="#">Crosstales.UI.UIFocus</a>	
Change the Focus on from a Window.	155
<a href="#">Crosstales.UI.UIHint</a>	
Controls a <a href="#">UI</a> group (hint).	156
<a href="#">Crosstales.UI.UIResize</a>	
Resize a <a href="#">UI</a> element.	157
<a href="#">Crosstales.UI.UIWindowManager</a>	
Change the state of all Window panels.	158
<a href="#">Crosstales.BWF.EditorTask.UpdateCheck</a>	
Checks for updates of the asset.	159
<a href="#">Crosstales.UI.WindowManager</a>	
Manager for a Window.	159

## 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](#)

- class [ReminderCheck](#)  
*Show the configuration window on the first launch.*
- class [SetupResources](#)  
*Reminds the customer to create an UAS review.*
- class [Telemetry](#)  
*Copies all resources to 'Editor Default Resources'.*
- class [UpdateCheck](#)  
*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.*
- interface [IFilter](#)  
*Interface for all filters.*
- 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.*
- interface [IProvider](#)  
*Interface for all providers.*

## 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.Model Namespace Reference

### Namespaces

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

### Enumerations

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

### 4.18.1 Enumeration Type Documentation

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

All available platforms.

## 4.19 Crosstales.Common.Util Namespace Reference

### Classes

- class [BackgroundController](#)  
*Enables or disable game objects on Android or iOS in the background.*
- 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.*

## 4.20 Crosstales.DJ Namespace Reference

### Namespaces

## 4.21 Crosstales.DJ.Demo Namespace Reference

### Namespaces

## 4.22 Crosstales.DJ.Demo.Util Namespace Reference

### Classes

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



## 4.23 Crosstales.UI Namespace Reference

### Namespaces

### Classes

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

## 4.24 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.*
- class [TakeScreenshot](#)  
*Take a screen shot of the application.*

## 4.25 HutongGames Namespace Reference

### Namespaces

## 4.26 HutongGames.PlayMaker Namespace Reference

### Namespaces

## 4.27 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](#).*



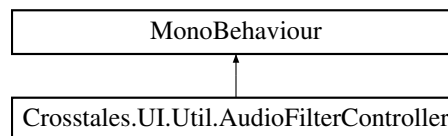
## Chapter 5

# 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).

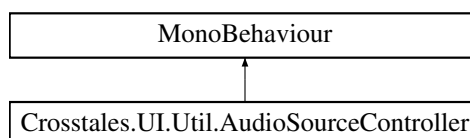
The documentation for this class was generated from the following file:

- 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.

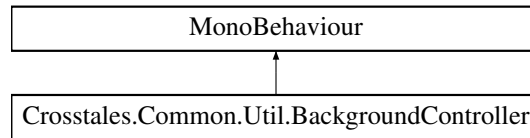
The documentation for this class was generated from the following file:

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

## 5.4 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



### Public Member Functions

- void **Start** ()

### Public Attributes

- `GameObject[]` [Objects](#)  
*Selected objects for the controller.*

#### 5.4.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

#### 5.4.2 Member Data Documentation

##### 5.4.2.1 `GameObject []` `Crosstales.Common.Util.BackgroundController.Objects`

Selected objects for the controller.

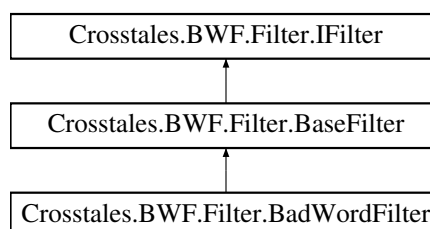
The documentation for this class was generated from the following file:

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

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

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

Inheritance diagram for Crosstales.BWF.Filter.BadWordFilter:





## Public Member Functions

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

## Public Attributes

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

## Protected Member Functions

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

## Properties

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

## Additional Inherited Members

### 5.5.1 Detailed Description

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

### 5.5.2 Constructor & Destructor Documentation

- 5.5.2.1 [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.

### 5.5.3 Member Function Documentation

5.5.3.1 `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](#).

5.5.3.2 `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](#).

5.5.3.3 `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](#).

5.5.3.4 `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](#).

## 5.5.4 Member Data Documentation

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

Replace characters for bad words.

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

Replace Leet speak in the input string.

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

Use simple detection algorithm.

## 5.5.5 Property Documentation

5.5.5.1 `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.

5.5.5.2 `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.

5.5.5.3 `override bool` `Crosstales.BWF.Filter.BadWordFilter.isReady` `[get]`

Checks the readiness status of the filter.

### Returns

True if the filter is ready.

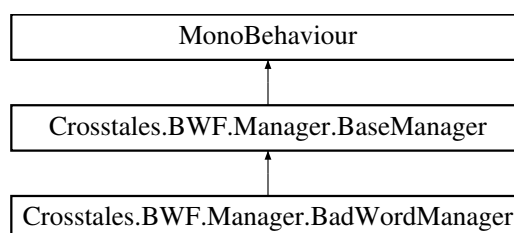
The documentation for this class was generated from the following file:

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

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

[Manager](#) for for bad words.

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



## Public Member Functions

- void **OnEnable** ()

## Static Public Member Functions

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

## Public Attributes

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

## Properties

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

### 5.6.1 Detailed Description

[Manager](#) for for bad words.

### 5.6.2 Member Function Documentation

**5.6.2.1** 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

**5.6.2.2** 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

**5.6.2.3** `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

**5.6.2.4** `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)

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

Loads the current filter with all settings from this object.

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

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

## Parameters

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

**Returns**

Text with marked bad words

**5.6.2.7** `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

**5.6.2.8** `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

**5.6.2.9** `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)



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

Unmarks the text with a prefix and postfix.

#### Parameters

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

#### Returns

Text with unmarked bad words

### 5.6.3 Member Data Documentation

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

List of all left-to-right providers.

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

List of all right-to-left providers.

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

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

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

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

5.6.3.5 `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).

## 5.6.4 Property Documentation

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

Checks the readiness status of the manager.

### Returns

True if the manager is ready.

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

Replace Leet speak in the input string.

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

Use simple detection algorithm.

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

Replace characters for bad words.

5.6.4.5 `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

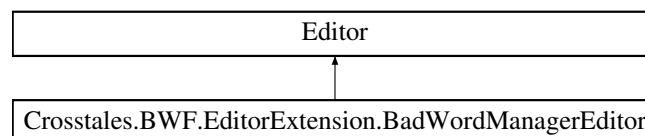
The documentation for this class was generated from the following file:

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

## 5.7 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** ()

### 5.7.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

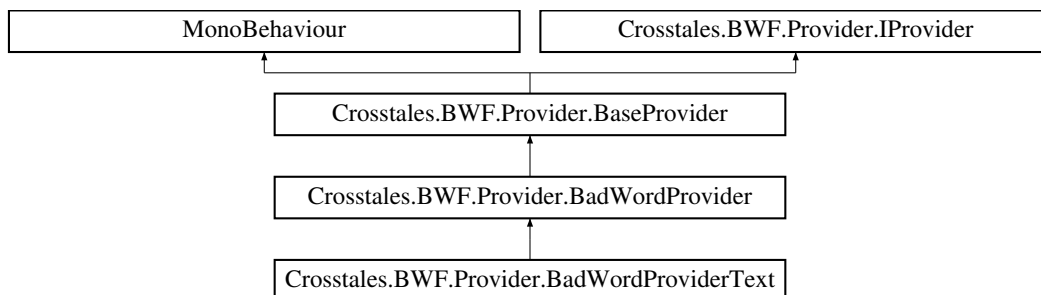
The documentation for this class was generated from the following file:

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

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

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:



## Public Member Functions

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

## Protected Member Functions

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

## Protected Attributes

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

## Properties

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

## Additional Inherited Members

### 5.8.1 Detailed Description

Base class for bad word providers.

### 5.8.2 Member Function Documentation

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

Intialize the provider.

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

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

Loads all sources.

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

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

### 5.8.3 Property Documentation

#### 5.8.3.1 `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".

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

Exact RegEx for bad words.

5.8.3.3 `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".

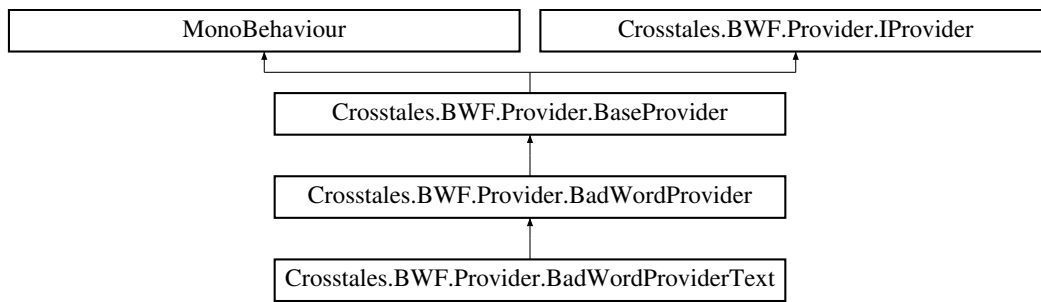
The documentation for this class was generated from the following file:

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

## 5.9 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

#### 5.9.1 Detailed Description

Text-file based bad word provider.

#### 5.9.2 Member Function Documentation

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

Loads all sources.

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

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

Saves all sources.

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

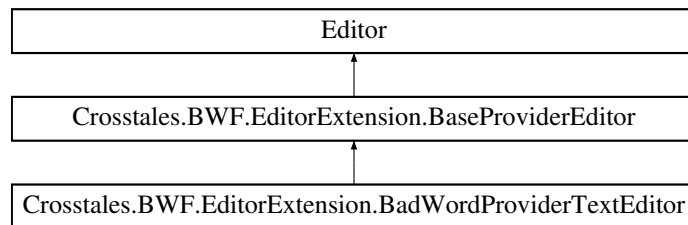
The documentation for this class was generated from the following file:

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

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

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:



### Additional Inherited Members

#### 5.10.1 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

## 5.11 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).*

### 5.11.1 Detailed Description

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

### 5.11.2 Constructor & Destructor Documentation

#### 5.11.2.1 `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).

### 5.11.3 Member Data Documentation

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

List of all bad words (RegEx).

#### 5.11.3.2 [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/crosstales/BadWordFilter/↔ Scripts/Model/BadWords.cs`

## 5.12 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**
- [Crosstales.BWF.Model.ManagerMask Filter](#) = Crosstales.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

### 5.12.1 Detailed Description

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

### 5.12.2 Member Data Documentation

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

Enable EndlessFilter-mode (default: false).

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

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

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

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

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

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

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

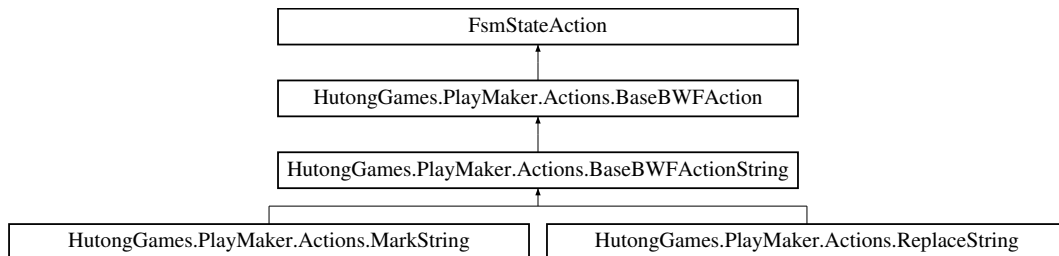
- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFAction.cs



## 5.13 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

#### 5.13.1 Detailed Description

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

#### 5.13.2 Member Data Documentation

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

Output string of the validation (output).

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

Input string for validation.

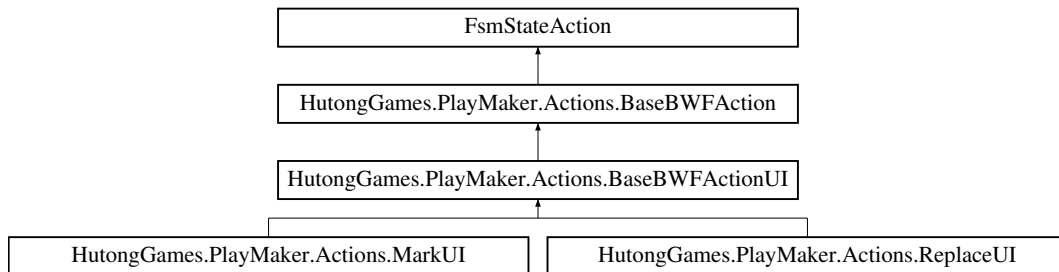
The documentation for this class was generated from the following file:

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

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

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:



### Public Attributes

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

### Additional Inherited Members

#### 5.14.1 Detailed Description

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

#### 5.14.2 Member Data Documentation

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

Output field of the validation (output).

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

Input field for validation.

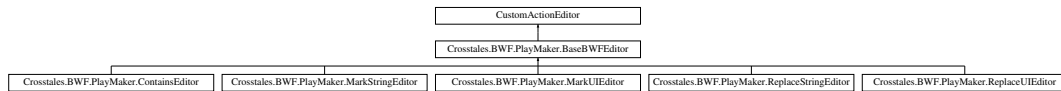
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstaes/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionUI.cs`

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

Base-class for custom editors.

Inheritance diagram for Crosstales.BWF.PlayMaker.BaseBWFEditor:



### Public Member Functions

- override bool **OnGUI** ()

#### 5.15.1 Detailed Description

Base-class for custom editors.

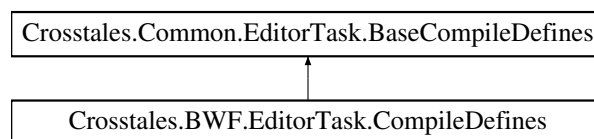
The documentation for this class was generated from the following file:

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

## 5.16 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)

#### 5.16.1 Detailed Description

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

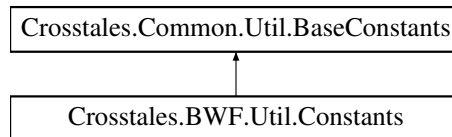
The documentation for this class was generated from the following file:

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

## 5.17 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://goo.gl/qwtXyb"  
*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]

### 5.17.1 Detailed Description

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

### 5.17.2 Member Data Documentation

5.17.2.1 `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".

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

Author of the asset.

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

URL of the asset author.

5.17.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://goo.gl/qwtXyb"`

URL of the crosstales assets in UAS.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

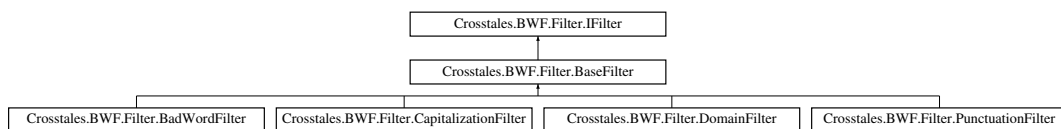
The documentation for this class was generated from the following file:

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

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

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:



### Public Member Functions

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

## Public Attributes

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

## Protected Member Functions

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

## Protected Attributes

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

## Properties

- virtual System.Collections.Generic.List< [Model.Source](#) > `Sources` [get]
- abstract bool `isReady` [get]

### 5.18.1 Detailed Description

Base class for all filters.

### 5.18.2 Member Function Documentation

5.18.2.1 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

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



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

5.18.2.2 `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

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

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

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

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

#### Parameters

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

#### Returns

Text with marked bad words

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

5.18.2.4 `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

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

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

**5.18.2.5** `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

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

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

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

Unmarks the text with a prefix and postfix.

## Parameters

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

## Returns

Text with marked bad words

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

### 5.18.3 Member Data Documentation

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

Postfix for every found bad word.

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

Prefix for every found bad word.

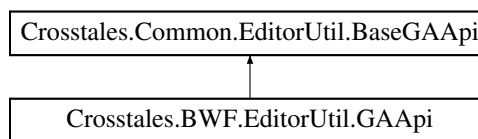
The documentation for this class was generated from the following file:

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

## 5.19 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.*

### 5.19.1 Detailed Description

Base GA-wrapper API.

### 5.19.2 Member Function Documentation

5.19.2.1 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.

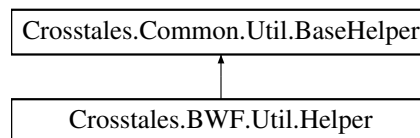
The documentation for this class was generated from the following file:

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

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

*Returns**Clean URL*

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

**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.*
- static [Model.Enum.Platform CurrentPlatform](#) [get]  
*Returns the current platform.*

## 5.20.1 Detailed Description

Base for various helper functions.

## 5.20.2 Member Function Documentation

### 5.20.2.1 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.

### 5.20.2.2 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.

### 5.20.2.3 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.

### 5.20.2.4 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.

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

Format seconds to Human-Readable-Form.

**Returns**

Formatted seconds in Human-Readable-Form.

**5.20.2.6** `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.

**5.20.2.7** `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.

**5.20.2.8** `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.

5.20.2.9 `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

5.20.2.10 `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

5.20.2.11 `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

5.20.2.12 `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

### 5.20.3 Property Documentation

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

Returns the current platform.

**Returns**

The current platform.

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

Checks if the current platform is Android.

**Returns**

True if the current platform is Android.

#### 5.20.3.3 `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).

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

Checks if we are inside the Editor.

**Returns**

True if we are inside the Editor.

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

Checks if we are in Editor mode.

**Returns**

True if in Editor mode.

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

Checks if an Internet connection is available.

**Returns**

True if an Internet connection is available.

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

Checks if the current platform is iOS.

**Returns**

True if the current platform is iOS.

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

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

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

Checks if the current platform is OSX.

**Returns**

True if the current platform is OSX.

**5.20.3.10** `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).

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

Checks if the current platform is WebGL.

#### Returns

True if the current platform is WebGL.

5.20.3.12 `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).

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

Checks if the current platform is WebPlayer.

#### Returns

True if the current platform is WebPlayer.

5.20.3.14 `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).

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

Checks if the current platform is Windows.

#### Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

#### Returns

True if the current platform is WSA.

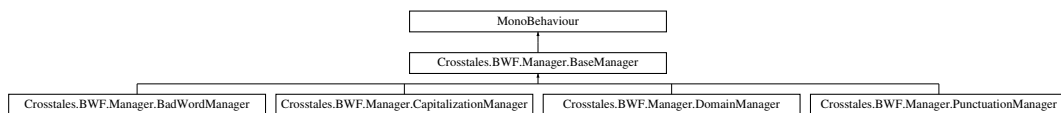
The documentation for this class was generated from the following file:

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

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

Base class for all managers.

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



### Public Attributes

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

### 5.21.1 Detailed Description

Base class for all managers.

### 5.21.2 Member Data Documentation

5.21.2.1 `bool Crosstales.BWF.Manager.BaseManager.DontDestroy` = true

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

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

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

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

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

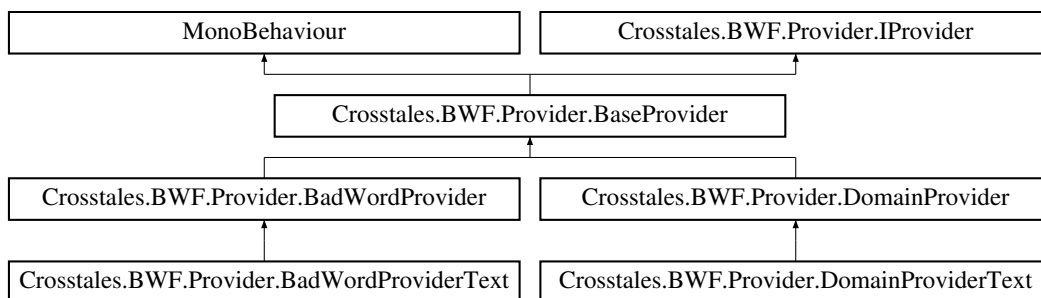
The documentation for this class was generated from the following file:

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

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

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:



### Public Member Functions

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

### Public Attributes

- string [Name](#) = string.Empty  
*Name to identify the provider.*
- System.Text.RegularExpressions.RegexOptions [RegexOption1](#) = System.Text.RegularExpressions.RegexOptions.IgnoreCase  
*Option1 (default: RegexOptions.IgnoreCase).*
- System.Text.RegularExpressions.RegexOptions [RegexOption2](#) = System.Text.RegularExpressions.RegexOptions.CultureInvariant  
*Option2 (default: RegexOptions.CultureInvariant).*
- System.Text.RegularExpressions.RegexOptions [RegexOption3](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option3 (default: RegexOptions.None).*
- System.Text.RegularExpressions.RegexOptions [RegexOption4](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option4 (default: RegexOptions.None).*

- System.Text.RegularExpressions.RegexOptions [RegexOption5](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option5 (default: RegexOptions.None).*
- [Model.Source\[\] Sources](#)  
*All sources for this provider.*
- bool [ClearOnLoad](#) = true  
*Clears all existing bad words on 'Load' (default: true).*

### Protected Member Functions

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

### Protected Attributes

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

### Static Protected Attributes

- static bool [loggedUnsupportedPlatform](#) = false

### Properties

- bool [isReady](#) [get, set]

## 5.22.1 Detailed Description

Base class for all providers.

## 5.22.2 Member Function Documentation

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

Intialize the provider.

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

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

Loads all sources.

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

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

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

Saves all sources.

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

Implemented in [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProvider↵  
Text](#).

### 5.22.3 Member Data Documentation

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

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

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

Name to identify the provider.

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

Option1 (default: `RegexOptions.IgnoreCase`).

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

Option2 (default: `RegexOptions.CultureInvariant`).

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

Option3 (default: `RegexOptions.None`).

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

Option4 (default: `RegexOptions.None`).

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

Option5 (default: `RegexOptions.None`).

### 5.22.3.8 Model.Source [ ] Crosstales.BWF.Provider.BaseProvider.Sources

All sources for this provider.

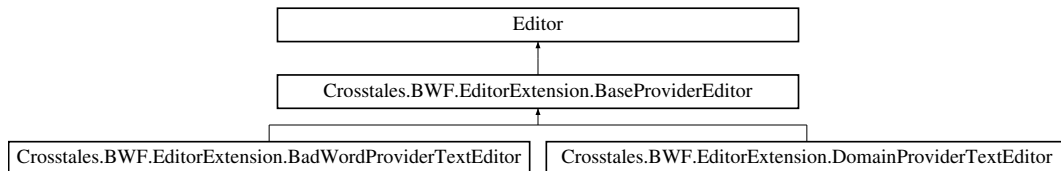
The documentation for this class was generated from the following file:

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

## 5.23 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** ()

### 5.23.1 Detailed Description

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

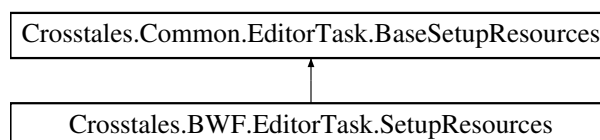
The documentation for this class was generated from the following file:

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

## 5.24 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)

### 5.24.1 Detailed Description

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

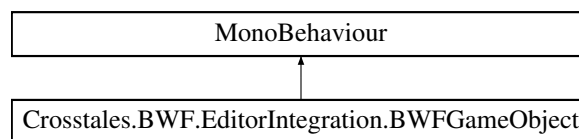
The documentation for this class was generated from the following file:

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

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

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.BWF.EditorIntegration.BWFGameObject:



### 5.25.1 Detailed Description

Editor component for the "Hierarchy"-menu.

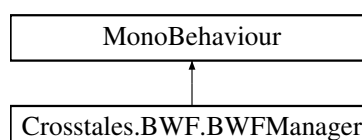
The documentation for this class was generated from the following file:

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

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

## Properties

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

### 5.26.1 Detailed Description

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

### 5.26.2 Member Function Documentation

- 5.26.2.1 **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

**5.26.2.2** `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
<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)

**5.26.2.3** `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

**5.26.2.4** `static void Crosstales.BWF.BWFManager.GetAllIMT ( 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
---------------	--

## 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)

5.26.2.5 `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)
-------------	---

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

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

## Parameters

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

## Returns

Text with marked unwanted words

5.26.2.7 `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

**5.26.2.8** `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

**5.26.2.9** `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)

**5.26.2.10** `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

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

Unmarks the text with a prefix and postfix.

#### Parameters

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

#### Returns

Text with unmarked unwanted words

### 5.26.3 Property Documentation

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

Checks the readiness status of all managers.

#### Returns

True if all managers are ready.

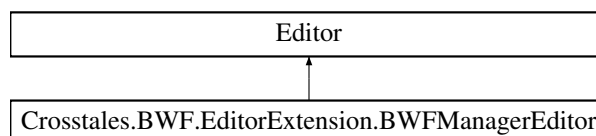
The documentation for this class was generated from the following file:

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

## 5.27 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** ()

### 5.27.1 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`

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

Editor component for the "Tools"-menu.

### 5.28.1 Detailed Description

Editor component for the "Tools"-menu.

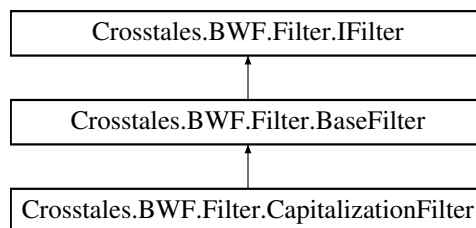
The documentation for this class was generated from the following file:

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

## 5.29 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

### 5.29.1 Detailed Description

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

### 5.29.2 Constructor & Destructor Documentation

5.29.2.1 `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.

### 5.29.3 Member Function Documentation

5.29.3.1 `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](#).



5.29.3.2 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](#).

5.29.3.3 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](#).

5.29.3.4 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](#).

## 5.29.4 Property Documentation

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

Defines the number of allowed capital letters in a row.

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

Checks the readiness status of the filter.

### Returns

True if the filter is ready.

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

RegEx to find excessive capitalization.

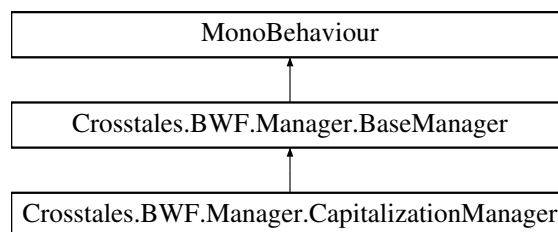
The documentation for this class was generated from the following file:

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

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

[Manager](#) for excessive capitalization.

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



### Public Member Functions

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

## Static Public Member Functions

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

## Public Attributes

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

## Properties

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

### 5.30.1 Detailed Description

[Manager](#) for excessive capitalization.

### 5.30.2 Member Function Documentation

#### 5.30.2.1 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

5.30.2.2 `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

5.30.2.3 `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

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

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

## Parameters

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

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

Loads the current filter with all settings from this object.

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

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

#### Parameters

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

#### Returns

Text with marked excessive capitalizations

5.30.2.7 `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

5.30.2.8 `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

**5.30.2.9** `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

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

Unmarks the text with a prefix and postfix.

**Parameters**

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

**Returns**

Text with unmarked excessive capitalizations

**5.30.3 Member Data Documentation**

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

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

**5.30.4 Property Documentation**

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

Defines the number of allowed punctuation letters in a row.

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

Checks the readiness status of the manager.

Returns

True if the manager is ready.

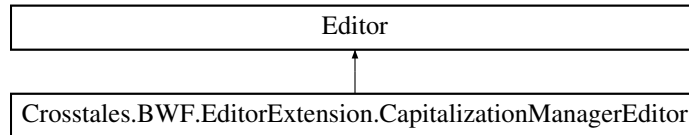
The documentation for this class was generated from the following file:

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

### 5.31 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** ()

#### 5.31.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

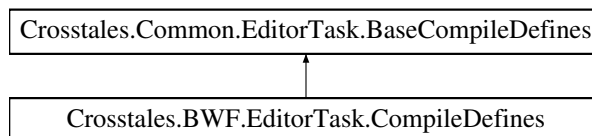
The documentation for this class was generated from the following file:

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

### 5.32 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

### 5.32.1 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

## 5.33 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 SLOOOOOOOOWWWW!).*
- static bool [isLoading](#) = false  
*Don't destroy the objects during scene switches.*

### 5.33.1 Detailed Description

Configuration for the asset.

### 5.33.2 Member Function Documentation

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

Loads all changable variables.



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

Resets all changable variables to their default value.

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

Saves all changable variables.

### 5.33.3 Member Data Documentation

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

Enable or disable debug logging for the asset.

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

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

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

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

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

Don't destroy the objects during scene switches.

Is the configuration loaded?

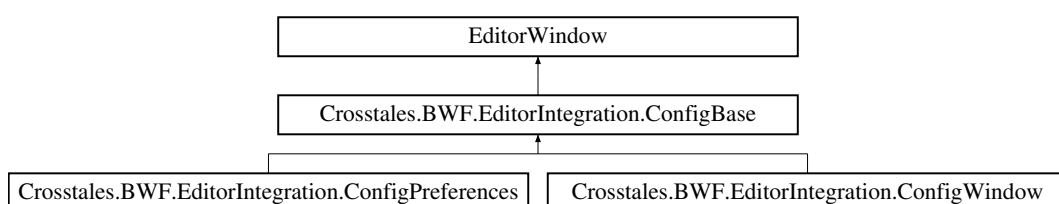
The documentation for this class was generated from the following file:

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

## 5.34 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** ()

### 5.34.1 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

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

Loads the configuration at startup.

### 5.35.1 Detailed Description

Loads the configuration at startup.

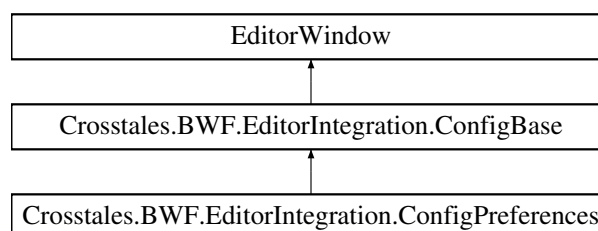
The documentation for this class was generated from the following file:

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

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

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:



## Additional Inherited Members

### 5.36.1 Detailed Description

Unity "Preferences" extension.

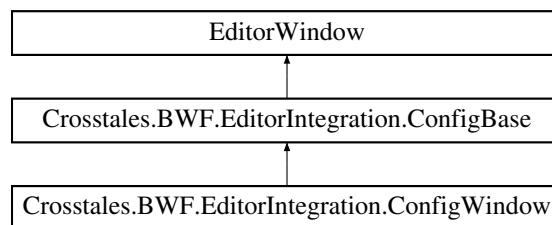
The documentation for this class was generated from the following file:

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

## 5.37 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

### 5.37.1 Detailed Description

Editor window extension.

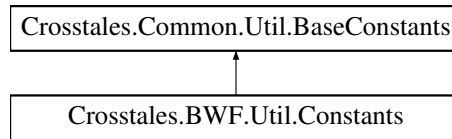
The documentation for this class was generated from the following file:

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

## 5.38 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** = "2.9.11"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 180326  
*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/pXICeRkARPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"  
*URL of the promotion video of the asset (Youtube).*
- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/W8FxFIObWM?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, 3, 26)  
*Change date of the asset (YYYY, MM, DD).*

## Additional Inherited Members

### 5.38.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.38.2 Member Data Documentation

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

URL of the asset API.

5.38.2.2 `const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 180326`

Build number of the asset.

5.38.2.3 `readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2018, 3, 26)`  
`[static]`

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

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

Contact to the owner of the asset.

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

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

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

URL of the asset forum.

5.38.2.7 `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.

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

Name of the asset.

5.38.2.9 `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.

5.38.2.10 `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

5.38.2.11 `const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2.9.11"`

Version of the asset.

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

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

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

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

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

URL of the asset in crosstales.

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

Is PRO-version?

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

[BWF](#) prefab scene name.

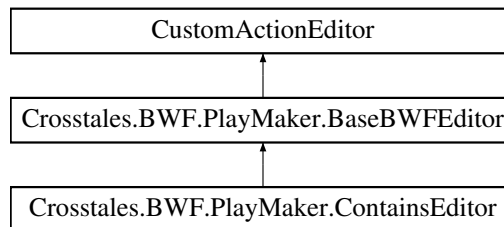
The documentation for this class was generated from the following file:

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

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

Custom editor for the ContainsString-action.

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



### Additional Inherited Members

#### 5.39.1 Detailed Description

Custom editor for the ContainsString-action.

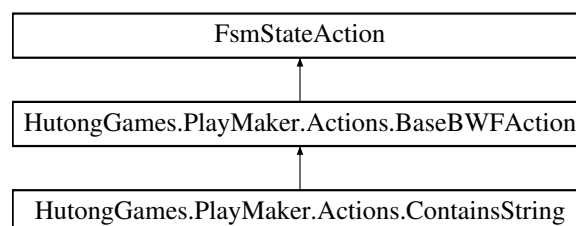
The documentation for this class was generated from the following file:

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

## 5.40 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

### 5.40.1 Detailed Description

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

### 5.40.2 Member Data Documentation

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

True if 'Text' contains any bad words.

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

Input string for validation.

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

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

## 5.41 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.*

### 5.41.1 Detailed Description

Wrapper for the PlayerPrefs.

### 5.41.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

##### Parameters

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

#### 5.41.2.3 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.

#### 5.41.2.4 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.

#### 5.41.2.5 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.

#### 5.41.2.6 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.

**5.41.2.7** `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.

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

Saves all modifications.

**5.41.2.9** `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.

**5.41.2.10** `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.

**5.41.2.11** `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.

5.41.2.12 `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.

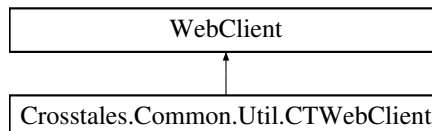
The documentation for this class was generated from the following file:

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

## 5.42 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*

### 5.42.1 Detailed Description

Specialized WebClient.

### 5.42.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

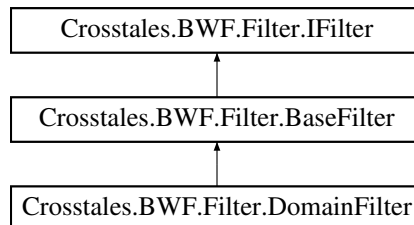
The documentation for this class was generated from the following file:

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

## 5.43 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

### 5.43.1 Detailed Description

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

### 5.43.2 Constructor & Destructor Documentation

- 5.43.2.1 `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

### 5.43.3 Member Function Documentation

- 5.43.3.1 `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](#).

5.43.3.2 `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](#).

5.43.3.3 `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](#).

5.43.3.4 `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](#).

### 5.43.4 Member Data Documentation

#### 5.43.4.1 string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters

Replace characters for domains.

### 5.43.5 Property Documentation

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

List of all domain providers.

**Returns**

All domain providers.

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

Checks the readiness status of the filter.

**Returns**

True if the filter is ready.

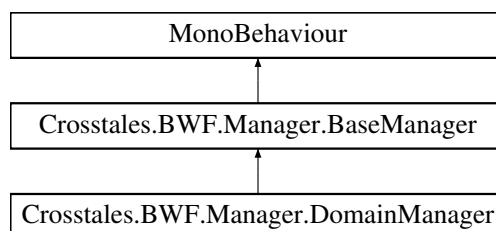
The documentation for this class was generated from the following file:

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

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

[Manager](#) for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:





## Public Member Functions

- void **OnEnable** ()

## Static Public Member Functions

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

## Public Attributes

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

## Properties

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

### 5.44.1 Detailed Description

[Manager](#) for domains.

## 5.44.2 Member Function Documentation

5.44.2.1 `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

5.44.2.2 `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

5.44.2.3 `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

5.44.2.4 `static void Crosstales.BWF.Manager.DomainManager.GetAllIMT ( 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)

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

Loads the current filter with all settings from this object.

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

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

#### Parameters

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

#### Returns

Text with marked domains

5.44.2.7 `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

5.44.2.8 `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

**5.44.2.9** `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)

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

Unmarks the text with a prefix and postfix.

**Parameters**

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

**Returns**

Text with unmarked domains

**5.44.3 Member Data Documentation**

**5.44.3.1** `System.Collections.Generic.List<Provider.DomainProvider> Crosstales.BWF.Manager.DomainManager.DomainProvider` ↔

List of all domain providers.

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

Replace characters for domains (default: \*).

**5.44.4 Property Documentation**

**5.44.4.1** `bool Crosstales.BWF.Manager.DomainManager.IsReady [static], [get]`

Checks the readiness status of the manager.

**Returns**

True if the manager is ready.

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

Replace characters for domains.

5.44.4.3 `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

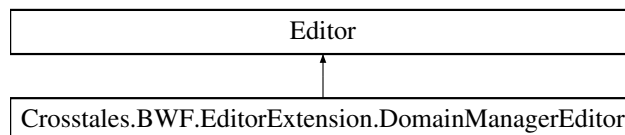
The documentation for this class was generated from the following file:

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

## 5.45 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** ()

#### 5.45.1 Detailed Description

Custom editor for the 'DomainManager'-class.

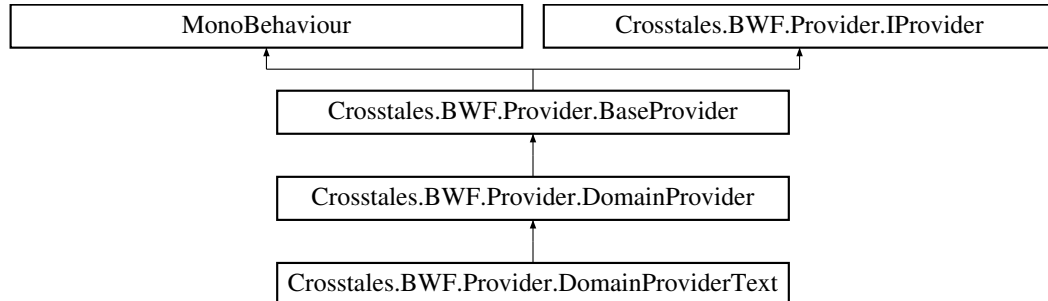
The documentation for this class was generated from the following file:

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

## 5.46 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

#### 5.46.1 Detailed Description

Base class for domain providers.

## 5.46.2 Member Function Documentation

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

Intialize the provider.

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

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

Loads all sources.

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

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

## 5.46.3 Property Documentation

### 5.46.3.1 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".

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

RegEx for domains.

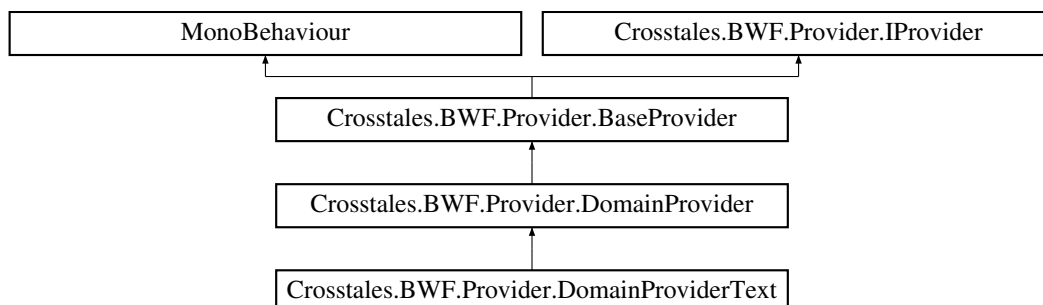
The documentation for this class was generated from the following file:

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

## 5.47 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

### 5.47.1 Detailed Description

Text-file based domain provider.

### 5.47.2 Member Function Documentation

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

Loads all sources.

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

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

Saves all sources.

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

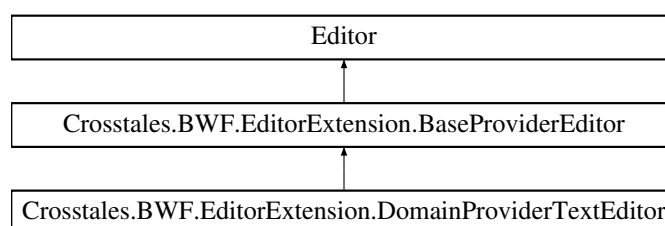
The documentation for this class was generated from the following file:

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

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

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



## Additional Inherited Members

### 5.48.1 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

## 5.49 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).*

### 5.49.1 Detailed Description

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

### 5.49.2 Constructor & Destructor Documentation

#### 5.49.2.1 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).

### 5.49.3 Member Data Documentation

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

List of all domains (RegEx).

#### 5.49.3.2 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

## 5.50 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.*

### 5.50.1 Detailed Description

Editor configuration for the asset.

### 5.50.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

### 5.50.3 Member Data Documentation

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

Enable or disable the icon in the hierarchy.

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

Is the configuration loaded?

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

Automatically load and add the prefabs to the scene.

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

Enable or disable reminder-checks for the asset.

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

Enable or disable anonymous telemetry data.

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

Enable or disable update-checks for the asset.

## 5.50.4 Property Documentation

5.50.4.1 `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.

5.50.4.2 `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`

## 5.51 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.*

### 5.51.1 Detailed Description

Collected editor constants of very general utility for the asset.

### 5.51.2 Member Data Documentation

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

Sub-path to the prefabs.

### 5.51.3 Property Documentation

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

Returns the UID of the asset.

#### Returns

The UID of the asset.

5.51.3.2 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

## 5.52 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.*

### 5.52.1 Detailed Description

Editor helper class.

### 5.52.2 Member Function Documentation

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

Shows a "BWF unavailable"-UI.

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

Instantiates a prefab.

#### Parameters

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



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

Generates a read-only text field with a label.

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

Shows a separator-UI.

#### Parameters

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

### 5.52.3 Member Data Documentation

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

Start index inside the "GameObject"-menu.

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

Start index inside the "Tools"-menu.

### 5.52.4 Property Documentation

5.52.4.1 `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`

## 5.53 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.*

### 5.53.1 Detailed Description

Various extension methods.

### 5.53.2 Member Function Documentation

- 5.53.2.1** 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.

5.53.2.2 `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.

5.53.2.3 `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.

5.53.2.4 `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.

5.53.2.5 `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.

5.53.2.6 `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.

5.53.2.7 `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.

5.53.2.8 `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.

5.53.2.9 `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.
--------------	----------------------------

5.53.2.10 `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.
-------------	---------------------------

5.53.2.11 `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).

5.53.2.12 `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).

**5.53.2.13 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.

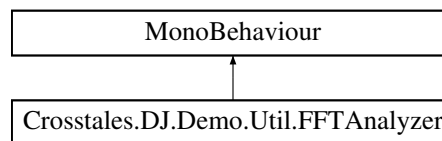
The documentation for this class was generated from the following file:

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

## 5.54 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

### 5.54.1 Detailed Description

FFT analyzer for an audio channel.

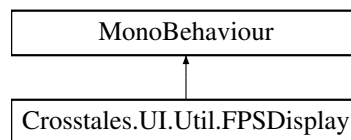
The documentation for this class was generated from the following file:

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

## 5.55 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**

### 5.55.1 Detailed Description

Simple FPS-Counter.

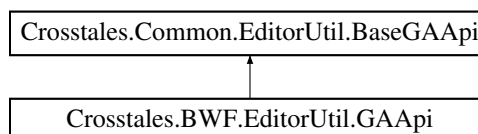
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

## 5.56 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.*

### 5.56.1 Detailed Description

GA-wrapper API.

### 5.56.2 Member Function Documentation

5.56.2.1 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.

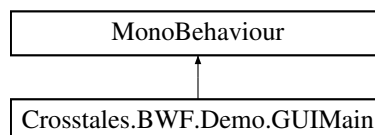
The documentation for this class was generated from the following file:

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

## 5.57 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)

### 5.57.1 Detailed Description

Main GUI controller.

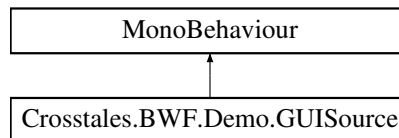
The documentation for this class was generated from the following file:

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

## 5.58 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)

### 5.58.1 Detailed Description

Generates a scrollable list of sources.

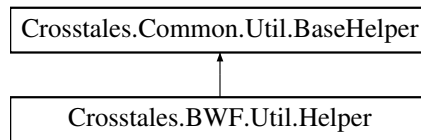
The documentation for this class was generated from the following file:

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

## 5.59 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.*

### 5.59.1 Detailed Description

Various helper functions.

### 5.59.2 Member Function Documentation

5.59.2.1 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

### 5.59.3 Property Documentation

5.59.3.1 bool [Crosstales.BWF.Util.Helper.isSupportedPlatform](#) [static],[get]

Checks if the current platform is supported.

**Returns**

True if the current platform is supported.

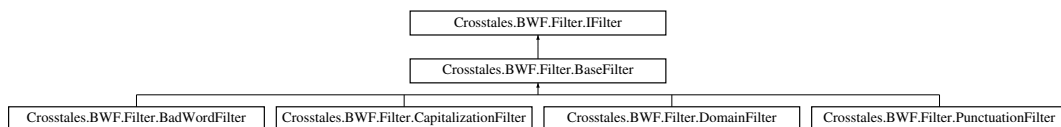
The documentation for this class was generated from the following file:

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

**5.60 Crosstales.BWF.Filter.IFilter Interface Reference**

Interface for all filters.

Inheritance diagram for Crosstales.BWF.Filter.IFilter:

**Public Member Functions**

- bool [Contains](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- System.Collections.Generic.List< string > [GetAll](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- string [ReplaceAll](#) (string testString, params string[] sources)  
*Searches and replaces all bad words in a text.*
- 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).*
- string [Mark](#) (string text, System.Collections.Generic.List< string > badWords, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix from a list of words.*
- string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

**Properties**

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

**5.60.1 Detailed Description**

Interface for all filters.

**5.60.2 Member Function Documentation****5.60.2.1 bool Crosstales.BWF.Filter.IFilter.Contains ( string testString, params string[] sources )**

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.BaseFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

5.60.2.2 `System.Collections.Generic.List<string> Crosstales.BWF.Filter.IFilter.GetAll ( string testString, params string[] sources )`

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](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

5.60.2.3 `string Crosstales.BWF.Filter.IFilter.Mark ( string text, System.Collections.Generic.List< string > badWords, string prefix = "<b><color=red>", string postfix = "</color></b>" )`

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

## 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

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

**5.60.2.4** string Crosstales.BWF.Filter.IFilter.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).

**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](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

**5.60.2.5** string Crosstales.BWF.Filter.IFilter.ReplaceAll ( string *testString*, params string[] *sources* )

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](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

**5.60.2.6** string Crosstales.BWF.Filter.IFilter.Unmark ( string *text*, string *prefix* = "<b><color=red>", string *postfix* = "</color></b>" )

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

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

### 5.60.3 Property Documentation

#### 5.60.3.1 bool Crosstales.BWF.Filter.IFilter.IsReady [get]

Checks the readiness status of the current filter.

##### Returns

True if the filter is ready.

#### 5.60.3.2 System.Collections.Generic.List<Model.Source> Crosstales.BWF.Filter.IFilter.Sources [get]

All sources of the current filter.

##### Returns

List with all sources for the current filter

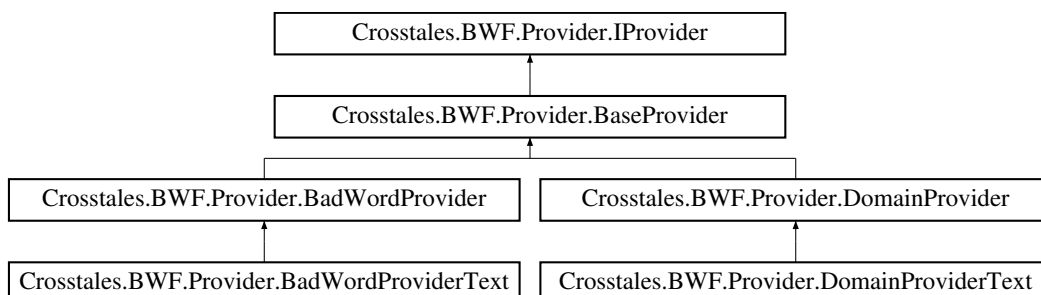
The documentation for this interface was generated from the following file:

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

## 5.61 Crosstales.BWF.Provider.IProvider Interface Reference

Interface for all providers.

Inheritance diagram for Crosstales.BWF.Provider.IProvider:



### Public Member Functions

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

## Properties

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

### 5.61.1 Detailed Description

Interface for all providers.

### 5.61.2 Member Function Documentation

#### 5.61.2.1 void Crosstales.BWF.Provider.IProvider.Load ( )

Loads all sources.

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

#### 5.61.2.2 void Crosstales.BWF.Provider.IProvider.Save ( )

Saves all sources.

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

### 5.61.3 Property Documentation

#### 5.61.3.1 bool Crosstales.BWF.Provider.IProvider.isReady [get], [set]

Checks the readiness status of the provider.

#### Returns

True if the provider is ready.

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

- [D:/slaubenberger/git/assets/BWFPro/3rd\\_party/BWF\\_3rd\\_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/IProvider.cs](#)

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

Show the configuration window on the first launch.



### 5.62.1 Detailed Description

Show the configuration window on the first launch.

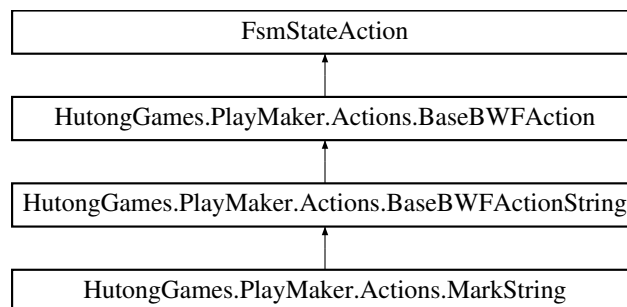
The documentation for this class was generated from the following file:

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

## 5.63 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

#### 5.63.1 Detailed Description

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

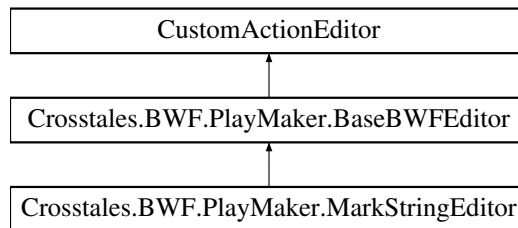
The documentation for this class was generated from the following file:

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

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

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



### Additional Inherited Members

#### 5.64.1 Detailed Description

Custom editor for the MarkString-action.

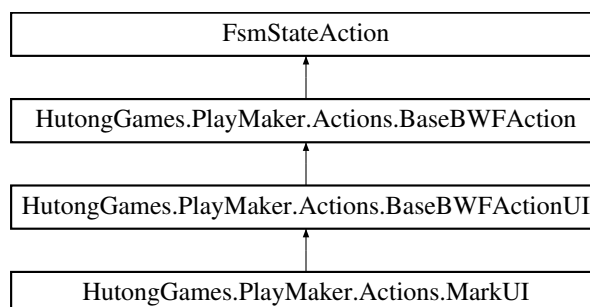
The documentation for this class was generated from the following file:

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

## 5.65 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

### 5.65.1 Detailed Description

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

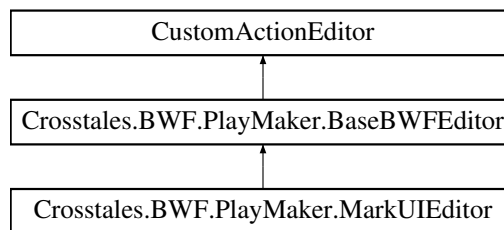
The documentation for this class was generated from the following file:

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

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

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



## Additional Inherited Members

### 5.66.1 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

## 5.67 Crosstales.Common.EditorTask.NYCheck Class Reference

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

### 5.67.1 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

## 5.68 Crosstales.Common.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

### 5.68.1 Detailed Description

Checks if 'Online Check' is installed.

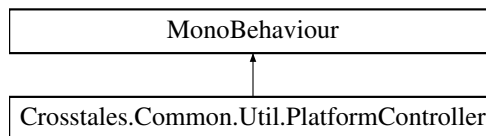
The documentation for this class was generated from the following file:

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

## 5.69 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< [Model.Enum.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

- [Model.Enum.Platform](#) **currentPlatform**

### 5.69.1 Detailed Description

Enables or disable game objects for a given platform.

### 5.69.2 Member Data Documentation

#### 5.69.2.1 GameObject [] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

#### 5.69.2.2 System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.Platforms

Selected platforms for the controller.

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

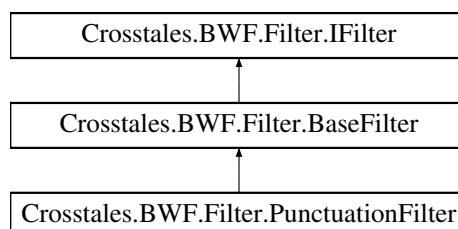
The documentation for this class was generated from the following file:

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

## 5.70 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

### 5.70.1 Detailed Description

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

### 5.70.2 Constructor & Destructor Documentation

5.70.2.1 `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.

### 5.70.3 Member Function Documentation

5.70.3.1 `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](#).

5.70.3.2 `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](#).

5.70.3.3 `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](#).

5.70.3.4 `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](#).

## 5.70.4 Property Documentation

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

Defines the number of allowed punctuations in a row.

5.70.4.2 `override bool Crosstales.BWF.Filter.PunctuationFilter.isReady` [get]

Checks the readiness status of the filter.

### Returns

True if the filter is ready.

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

RegEx to find excessive punctuation.

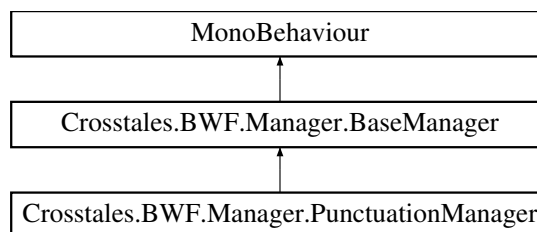
The documentation for this class was generated from the following file:

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

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

[Manager](#) for excessive punctuation.

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



### Public Member Functions

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



## Static Public Member Functions

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

## Public Attributes

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

## Properties

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

### 5.71.1 Detailed Description

[Manager](#) for excessive punctuation.

### 5.71.2 Member Function Documentation

#### 5.71.2.1 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

5.71.2.2 `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

5.71.2.3 `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

5.71.2.4 `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

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

Loads the current filter with all settings from this object.

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

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

#### Parameters

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

#### Returns

Text with marked excessive punctuations

5.71.2.7 `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

5.71.2.8 `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

**5.71.2.9** `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

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

Unmarks the text with a prefix and postfix.

**Parameters**

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

**Returns**

Text with unmarked excessive punctuations

**5.71.3 Member Data Documentation**

**5.71.3.1** `int Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber = 3`

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

**5.71.4 Property Documentation**

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

Defines the number of allowed punctuation letters in a row.

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

Checks the readiness status of the manager.

#### Returns

True if the manager is ready.

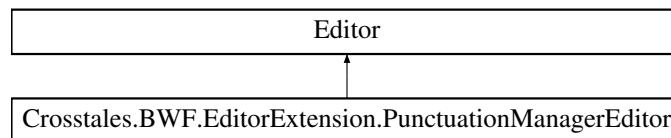
The documentation for this class was generated from the following file:

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

## 5.72 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** ()

#### 5.72.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

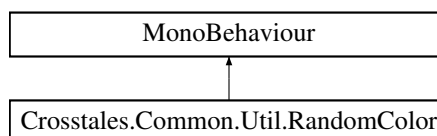
The documentation for this class was generated from the following file:

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

## 5.73 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

### 5.73.1 Detailed Description

Random color changer.

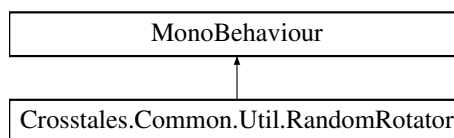
The documentation for this class was generated from the following file:

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

## 5.74 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)

### 5.74.1 Detailed Description

Random rotation changer.

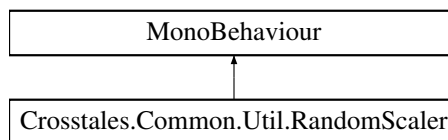
The documentation for this class was generated from the following file:

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

## 5.75 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)

### 5.75.1 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

## 5.76 Crosstales.BWF.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

### 5.76.1 Detailed Description

Reminds the customer to create an UAS review.

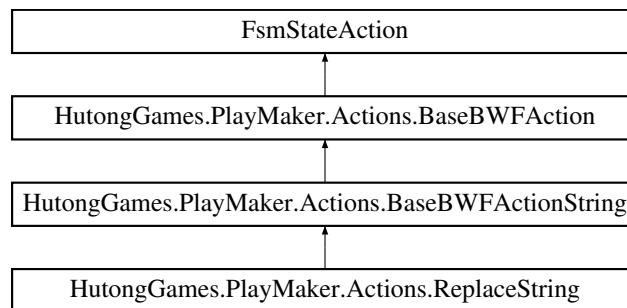
The documentation for this class was generated from the following file:

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

## 5.77 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

#### 5.77.1 Detailed Description

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



## 5.77.2 Member Data Documentation

### 5.77.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplacelInput = true

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

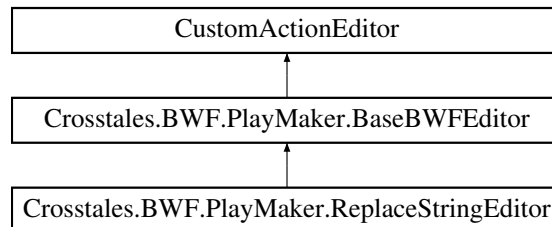
The documentation for this class was generated from the following file:

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

## 5.78 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



### Additional Inherited Members

#### 5.78.1 Detailed Description

Custom editor for the ReplaceString-action.

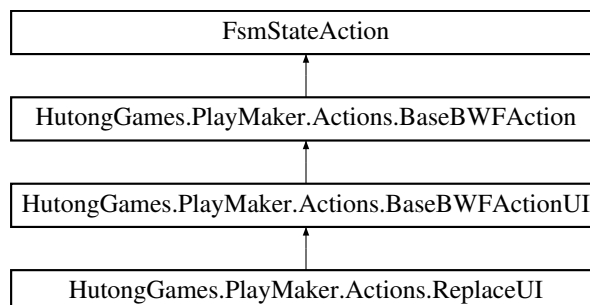
The documentation for this class was generated from the following file:

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

## 5.79 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

### 5.79.1 Detailed Description

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

### 5.79.2 Member Data Documentation

#### 5.79.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true

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

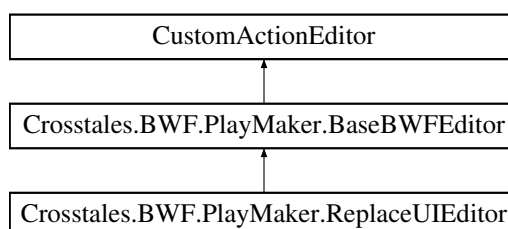
The documentation for this class was generated from the following file:

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

## 5.80 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:



## Additional Inherited Members

### 5.80.1 Detailed Description

Custom editor for the ReplaceUI-action.

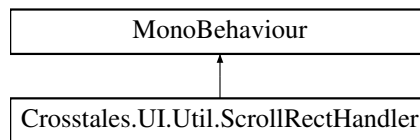
The documentation for this class was generated from the following file:

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

## 5.81 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**

### 5.81.1 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

## 5.82 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)
- System.IO.MemoryStream **ToMemory** (T o)
- byte[] **ToByteArray** (T o)
- T **FromFile** (string path)
- T **FromMemory** (byte[] data)

### 5.82.1 Detailed Description

Serialize and deserialize objects to/from binary files.

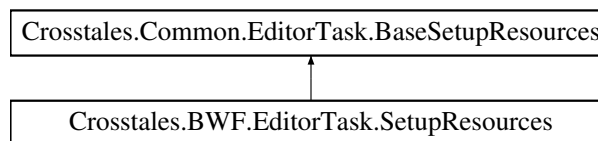
The documentation for this class was generated from the following file:

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

## 5.83 Crosstales.BWF.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:



## Additional Inherited Members

### 5.83.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

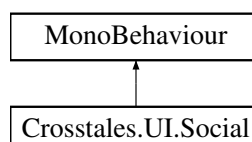
The documentation for this class was generated from the following file:

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

## 5.84 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** ()

### 5.84.1 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

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

### 5.85.1 Detailed Description

Base class for sources.

## 5.85.2 Member Data Documentation

### 5.85.2.1 `string Crosstales.BWF.Model.Source.Description = string.Empty`

Description for the source (optional).

### 5.85.2.2 `Sprite Crosstales.BWF.Model.Source.Icon`

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

### 5.85.2.3 `string Crosstales.BWF.Model.Source.Name = string.Empty`

Name of the source.

### 5.85.2.4 `TextAsset Crosstales.BWF.Model.Source.Resource`

Text file containing all regular expressions for this source.

### 5.85.2.5 `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.).

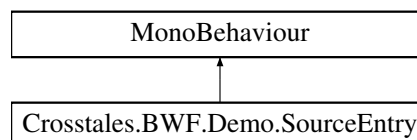
The documentation for this class was generated from the following file:

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

## 5.86 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)

### 5.86.1 Detailed Description

Wrapper for sources.

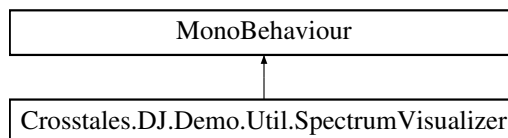
The documentation for this class was generated from the following file:

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

## 5.87 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

### 5.87.1 Detailed Description

Simple spectrum visualizer.

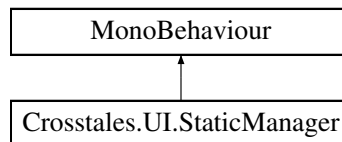
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstailes/Common/Scripts/Util/SpectrumVisualizer.cs

## 5.88 Crosstailes.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstailes.UI.StaticManager:



### Public Member Functions

- void **Quit** ()
- void **OpenCrosstailes** ()
- void **OpenAssetstore** ()

### 5.88.1 Detailed Description

Static Button Manager.

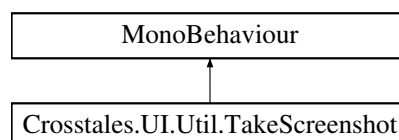
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstailes/Common/UI/Scripts/StaticManager.cs

## 5.89 Crosstailes.UI.Util.TakeScreenshot Class Reference

Take a screen shot of the application.

Inheritance diagram for Crosstailes.UI.Util.TakeScreenshot:





## Public Member Functions

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

## Public Attributes

- string **Prefix** = "CT\_Screenshot"
- int **Scale** = 1
- KeyCode **KeyCode** = KeyCode.F8

### 5.89.1 Detailed Description

Take a screen shot of the application.

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

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/TakeScreenshot.cs

## 5.90 Crosstales.BWF.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

### 5.90.1 Detailed Description

Gather some telemetry data for the asset.

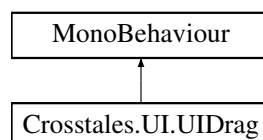
The documentation for this class was generated from the following file:

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

## 5.91 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



## Public Member Functions

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

### 5.91.1 Detailed Description

Allow to Drag the Windows around.

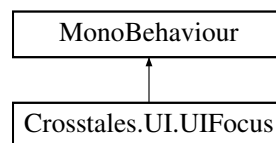
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIDrag.cs

## 5.92 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



## Public Member Functions

- void **Start** ()
- void **OnPanelEnter** ()

## Public Attributes

- string **CanvasName** = "Canvas"

### 5.92.1 Detailed Description

Change the Focus on from a Window.

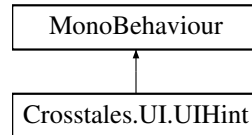
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIFocus.cs

## 5.93 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



### Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()
- IEnumerator **LerpAlphaDown** (float startAlphaValue, float endAlphaValue, float time, float delay, Canvas↔ Group gameObjectToFade)
- IEnumerator **LerpAlphaUp** (float startAlphaValue, float endAlphaValue, float time, float delay, CanvasGroup gameObjectToFade)

### Public Attributes

- CanvasGroup **Group**  
*Group to fade.*
- float **Delay** = 2f  
*Delay in seconds before fading (default: 2).*
- float **FadeTime** = 2f  
*Fade time in seconds (default: 2).*
- bool **Disable** = true  
*Disable UI element after the fade (default: true).*
- bool **FadeAtStart** = true  
*Fade at Start (default: true).*

#### 5.93.1 Detailed Description

Controls a [UI](#) group (hint).

#### 5.93.2 Member Data Documentation

##### 5.93.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

### 5.93.2.2 bool Crosstales.UI.UIHint.Disable = true

Disable [UI](#) element after the fade (default: true).

### 5.93.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

### 5.93.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

### 5.93.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

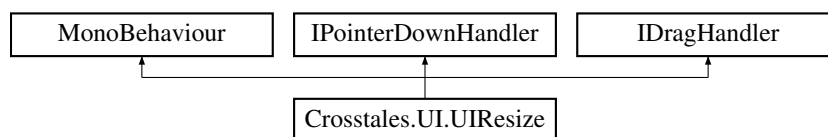
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

## 5.94 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



### Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

### Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)  
*Minimum size of the [UI](#) element.*
- Vector2 **MaxSize** = new Vector2(800, 600)  
*Maximum size of the [UI](#) element.*

### 5.94.1 Detailed Description

Resize a [UI](#) element.

### 5.94.2 Member Data Documentation

#### 5.94.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the [UI](#) element.

#### 5.94.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the [UI](#) element.

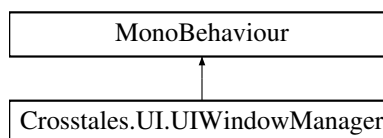
The documentation for this class was generated from the following file:

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

## 5.95 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.*

### 5.95.1 Detailed Description

Change the state of all Window panels.

## 5.95.2 Member Data Documentation

### 5.95.2.1 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

## 5.96 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."

### 5.96.1 Detailed Description

Checks for updates of the asset.

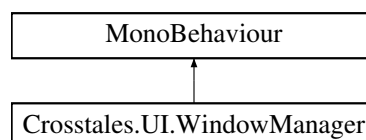
The documentation for this class was generated from the following file:

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

## 5.97 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).*

### 5.97.1 Detailed Description

Manager for a Window.

### 5.97.2 Member Data Documentation

#### 5.97.2.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

#### 5.97.2.2 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, [46](#)
- ASSET\_API\_URL
  - Crosstales::BWF::Util::Constants, [86](#)
- ASSET\_AUTHOR\_URL
  - Crosstales::Common::Util::BaseConstants, [46](#)
- ASSET\_AUTHOR
  - Crosstales::Common::Util::BaseConstants, [46](#)
- ASSET\_BUILD
  - Crosstales::BWF::Util::Constants, [86](#)
- ASSET\_CHANGED
  - Crosstales::BWF::Util::Constants, [86](#)
- ASSET\_CONTACT
  - Crosstales::BWF::Util::Constants, [86](#)
- ASSET\_CREATED
  - Crosstales::BWF::Util::Constants, [86](#)
- ASSET\_CT\_URL
  - Crosstales::Common::Util::BaseConstants, [46](#)
- ASSET\_FORUM\_URL
  - Crosstales::BWF::Util::Constants, [86](#)
- ASSET\_MANUAL\_URL
  - Crosstales::BWF::Util::Constants, [86](#)
- ASSET\_NAME
  - Crosstales::BWF::Util::Constants, [87](#)
- ASSET\_PATH
  - Crosstales::BWF::EditorUtil::EditorConfig, [110](#)
- ASSET\_PRO\_URL
  - Crosstales::BWF::Util::Constants, [87](#)
- ASSET\_SOCIAL\_FACEBOOK
  - Crosstales::Common::Util::BaseConstants, [46](#)
- ASSET\_SOCIAL\_LINKEDIN
  - Crosstales::Common::Util::BaseConstants, [46](#)
- ASSET\_SOCIAL\_TWITTER
  - Crosstales::Common::Util::BaseConstants, [47](#)
- ASSET\_SOCIAL\_XING
  - Crosstales::Common::Util::BaseConstants, [47](#)
- ASSET\_SOCIAL\_YOUTUBE
  - Crosstales::Common::Util::BaseConstants, [47](#)
- ASSET\_UID
  - Crosstales::BWF::EditorUtil::EditorConstants, [111](#)
- ASSET\_UPDATE\_CHECK\_URL
  - Crosstales::BWF::Util::Constants, [87](#)
- ASSET\_URL
  - Crosstales::BWF::EditorUtil::EditorConstants, [111](#)
- ASSET\_VERSION
  - Crosstales::BWF::Util::Constants, [87](#)
- ASSET\_VIDEO\_PROMO
  - Crosstales::BWF::Util::Constants, [87](#)
- ASSET\_VIDEO\_TUTORIAL
  - Crosstales::BWF::Util::Constants, [87](#)
- ASSET\_WEB\_URL
  - Crosstales::BWF::Util::Constants, [87](#)
- AudioSources
  - Crosstales::UI::Util::AudioSourceController, [23](#)
- BWFUnavailable
  - Crosstales::BWF::EditorUtil::EditorHelper, [113](#)
- BadWordFilter
  - Crosstales::BWF::Filter::BadWordFilter, [26](#)
- BadWordList
  - Crosstales::BWF::Model::BadWords, [40](#)
- BadWordProviderLTR
  - Crosstales::BWF::Filter::BadWordFilter, [29](#)
  - Crosstales::BWF::Manager::BadWordManager, [34](#)
- BadWordProviderRTL
  - Crosstales::BWF::Filter::BadWordFilter, [29](#)
  - Crosstales::BWF::Manager::BadWordManager, [34](#)
- BadWords
  - Crosstales::BWF::Model::BadWords, [40](#)
- CTAddRange< T, S >
  - Crosstales::ExtensionMethods, [115](#)
- CTContains
  - Crosstales::ExtensionMethods, [116](#)
- CTContainsAll
  - Crosstales::ExtensionMethods, [116](#)
- CTContainsAny
  - Crosstales::ExtensionMethods, [116](#)
- CTDump< T >
  - Crosstales::ExtensionMethods, [116](#), [117](#)
- CTEquals
  - Crosstales::ExtensionMethods, [117](#)
- CTReplace
  - Crosstales::ExtensionMethods, [117](#)
- CTShuffle< T >
  - Crosstales::ExtensionMethods, [118](#)
- CTToString< T >
  - Crosstales::ExtensionMethods, [118](#)
- CTToTitleCase
  - Crosstales::ExtensionMethods, [119](#)
- CapitalizationCharsNumber
  - Crosstales::BWF::Manager::Capitalization↔  
Manager, [79](#)
- CapitalizationFilter
  - Crosstales::BWF::Filter::CapitalizationFilter, [73](#)
- CharacterNumber
  - Crosstales::BWF::Filter::CapitalizationFilter, [75](#)
  - Crosstales::BWF::Filter::PunctuationFilter, [137](#)

- Crosstales::BWF::Manager::Capitalization↔  
Manager, [79](#)
- Crosstales::BWF::Manager::PunctuationManager,  
[141](#)
- ClearLineEndings
  - Crosstales::Common::Util::BaseHelper, [55](#)
- ClearOnLoad
  - Crosstales::BWF::Provider::BaseProvider, [64](#)
- ClearSpaces
  - Crosstales::Common::Util::BaseHelper, [55](#)
- ClearTags
  - Crosstales::Common::Util::BaseHelper, [55](#)
- ConnectionLimit
  - Crosstales::Common::Util::CTWebClient, [94](#)
- Contains
  - Crosstales::BWF::BWFManager, [67](#)
  - Crosstales::BWF::Filter::BadWordFilter, [27](#)
  - Crosstales::BWF::Filter::BaseFilter, [49](#)
  - Crosstales::BWF::Filter::CapitalizationFilter, [73](#)
  - Crosstales::BWF::Filter::DomainFilter, [95](#)
  - Crosstales::BWF::Filter::IFilter, [125](#)
  - Crosstales::BWF::Filter::PunctuationFilter, [135](#)
  - Crosstales::BWF::Manager::BadWordManager, [31](#)
  - Crosstales::BWF::Manager::Capitalization↔  
Manager, [76](#)
  - Crosstales::BWF::Manager::DomainManager, [99](#)
  - Crosstales::BWF::Manager::PunctuationManager,  
[138](#)
  - HutongGames::PlayMaker::Actions::Contains↔  
String, [89](#)
- ContainsMT
  - Crosstales::BWF::BWFManager, [68](#)
  - Crosstales::BWF::Manager::BadWordManager, [31](#)
  - Crosstales::BWF::Manager::Capitalization↔  
Manager, [77](#)
  - Crosstales::BWF::Manager::DomainManager, [100](#)
  - Crosstales::BWF::Manager::PunctuationManager,  
[139](#)
- CreateReplaceString
  - Crosstales::BWF::Util::Helper, [124](#)
- Crosstales, [11](#)
- Crosstales.BWF.BWFManager, [66](#)
- Crosstales.BWF.Demo, [11](#)
- Crosstales.BWF.Demo.GUIMain, [121](#)
- Crosstales.BWF.Demo.GUISource, [123](#)
- Crosstales.BWF.Demo.SourceEntry, [151](#)
- Crosstales.BWF.EditorExtension, [12](#)
- Crosstales.BWF.EditorExtension.BWFManagerEditor,  
[71](#)
- Crosstales.BWF.EditorExtension.BadWordManager↔  
Editor, [35](#)
- Crosstales.BWF.EditorExtension.BadWordProvider↔  
TextEditor, [39](#)
- Crosstales.BWF.EditorExtension.BaseProviderEditor,  
[65](#)
- Crosstales.BWF.EditorExtension.Capitalization↔  
ManagerEditor, [80](#)
- Crosstales.BWF.EditorExtension.DomainManager↔  
Editor, [103](#)
- Crosstales.BWF.EditorExtension.DomainProviderText↔  
Editor, [106](#)
- Crosstales.BWF.EditorExtension.PunctuationManager↔  
Editor, [142](#)
- Crosstales.BWF.EditorIntegration, [12](#)
- Crosstales.BWF.EditorIntegration.BWFGameObject, [66](#)
- Crosstales.BWF.EditorIntegration.BWFMenu, [72](#)
- Crosstales.BWF.EditorIntegration.ConfigBase, [82](#)
- Crosstales.BWF.EditorIntegration.ConfigPreferences,  
[83](#)
- Crosstales.BWF.EditorIntegration.ConfigWindow, [84](#)
- Crosstales.BWF.EditorTask, [12](#)
- Crosstales.BWF.EditorTask.AutoInitalize, [24](#)
- Crosstales.BWF.EditorTask.CompileDefines, [80](#)
- Crosstales.BWF.EditorTask.ConfigLoader, [83](#)
- Crosstales.BWF.EditorTask.Launch, [129](#)
- Crosstales.BWF.EditorTask.ReminderCheck, [144](#)
- Crosstales.BWF.EditorTask.SetupResources, [149](#)
- Crosstales.BWF.EditorTask.Telemetry, [154](#)
- Crosstales.BWF.EditorTask.UpdateCheck, [159](#)
- Crosstales.BWF.EditorUtil, [13](#)
- Crosstales.BWF.EditorUtil.EditorConfig, [108](#)
- Crosstales.BWF.EditorUtil.EditorConstants, [110](#)
- Crosstales.BWF.EditorUtil.EditorHelper, [112](#)
- Crosstales.BWF.EditorUtil.GAApi, [120](#)
- Crosstales.BWF.Filter, [13](#)
- Crosstales.BWF.Filter.BadWordFilter, [25](#)
- Crosstales.BWF.Filter.BaseFilter, [48](#)
- Crosstales.BWF.Filter.CapitalizationFilter, [72](#)
- Crosstales.BWF.Filter.DomainFilter, [94](#)
- Crosstales.BWF.Filter.IFilter, [125](#)
- Crosstales.BWF.Filter.PunctuationFilter, [134](#)
- Crosstales.BWF.Manager, [14](#)
- Crosstales.BWF.Manager.BadWordManager, [29](#)
- Crosstales.BWF.Manager.BaseManager, [61](#)
- Crosstales.BWF.Manager.CapitalizationManager, [75](#)
- Crosstales.BWF.Manager.DomainManager, [97](#)
- Crosstales.BWF.Manager.PunctuationManager, [137](#)
- Crosstales.BWF.Model, [14](#)
- Crosstales.BWF.Model.BadWords, [39](#)
- Crosstales.BWF.Model.Domains, [107](#)
- Crosstales.BWF.Model.Source, [150](#)
- Crosstales.BWF.PlayMaker, [15](#)
- Crosstales.BWF.PlayMaker.BaseBWFEditor, [44](#)
- Crosstales.BWF.PlayMaker.ContainsEditor, [88](#)
- Crosstales.BWF.PlayMaker.MarkStringEditor, [131](#)
- Crosstales.BWF.PlayMaker.MarkUIEditor, [132](#)
- Crosstales.BWF.PlayMaker.ReplaceStringEditor, [146](#)
- Crosstales.BWF.PlayMaker.ReplaceUIEditor, [147](#)
- Crosstales.BWF.Provider, [15](#)
- Crosstales.BWF.Provider.BadWordProvider, [36](#)
- Crosstales.BWF.Provider.BadWordProviderText, [38](#)
- Crosstales.BWF.Provider.BaseProvider, [62](#)
- Crosstales.BWF.Provider.DomainProvider, [104](#)
- Crosstales.BWF.Provider.DomainProviderText, [105](#)
- Crosstales.BWF.Provider.IProvider, [128](#)

- Crosstales.BWF.Util, [15](#)
- Crosstales.BWF.Util.Config, [81](#)
- Crosstales.BWF.Util.Constants, [85](#)
- Crosstales.BWF.Util.Helper, [124](#)
- Crosstales.BWF, [11](#)
- Crosstales.Common, [16](#)
- Crosstales.Common.EditorTask, [16](#)
- Crosstales.Common.EditorTask.BaseCompileDefines, [44](#)
- Crosstales.Common.EditorTask.BaseSetupResources, [65](#)
- Crosstales.Common.EditorTask.NYCheck, [132](#)
- Crosstales.Common.EditorTask.OCCheck, [133](#)
- Crosstales.Common.EditorUtil, [16](#)
- Crosstales.Common.EditorUtil.BaseGAApi, [52](#)
- Crosstales.Common.Model, [16](#)
- Crosstales.Common.Model.Enum, [16](#)
- Crosstales.Common.Util, [17](#)
- Crosstales.Common.Util.BackgroundController, [25](#)
- Crosstales.Common.Util.BaseConstants, [45](#)
- Crosstales.Common.Util.BaseHelper, [53](#)
- Crosstales.Common.Util.CTPlayerPrefs, [89](#)
- Crosstales.Common.Util.CTWebClient, [93](#)
- Crosstales.Common.Util.PlatformController, [133](#)
- Crosstales.Common.Util.RandomColor, [142](#)
- Crosstales.Common.Util.RandomRotator, [143](#)
- Crosstales.Common.Util.RandomScaler, [144](#)
- Crosstales.Common.Util.SerializeDeSerialize< T >, [148](#)
- Crosstales.DJ.Demo, [17](#)
- Crosstales.DJ.Demo.Util, [17](#)
- Crosstales.DJ.Demo.Util.FFTAnalyzer, [119](#)
- Crosstales.DJ.Demo.Util.SpectrumVisualizer, [152](#)
- Crosstales.DJ, [17](#)
- Crosstales.ExtensionMethods, [114](#)
- Crosstales.UI.Social, [149](#)
- Crosstales.UI.StaticManager, [153](#)
- Crosstales.UI.UIDrag, [154](#)
- Crosstales.UI.UIFocus, [155](#)
- Crosstales.UI.UIHint, [156](#)
- Crosstales.UI.UIResize, [157](#)
- Crosstales.UI.UIWindowManager, [158](#)
- Crosstales.UI.Util, [18](#)
- Crosstales.UI.Util.AudioFilterController, [21](#)
- Crosstales.UI.Util.AudioSourceController, [22](#)
- Crosstales.UI.Util.FPSDisplay, [120](#)
- Crosstales.UI.Util.ScrollRectHandler, [148](#)
- Crosstales.UI.Util.TakeScreenshot, [153](#)
- Crosstales.UI.WindowManager, [159](#)
- Crosstales.UI, [18](#)
- Crosstales::BWF::BWFManager
  - Contains, [67](#)
  - ContainsMT, [68](#)
  - GetAll, [68](#)
  - GetAllMT, [68](#)
  - isReady, [71](#)
  - Load, [69](#)
  - Mark, [69](#)
  - Replace, [69](#)
  - ReplaceAll, [70](#)
  - ReplaceAllMT, [70](#)
  - Sources, [70](#)
  - Unmark, [70](#)
- Crosstales::BWF::EditorTask
  - UpdateStatus, [13](#)
- Crosstales::BWF::EditorUtil::EditorConfig
  - ASSET\_PATH, [110](#)
  - HIERARCHY\_ICON, [109](#)
  - isLoading, [109](#)
  - Load, [109](#)
  - PREFAB\_AUTOLOAD, [109](#)
  - PREFAB\_PATH, [110](#)
  - REMINDER\_CHECK, [109](#)
  - Reset, [109](#)
  - Save, [109](#)
  - TELEMETRY, [110](#)
  - UPDATE\_CHECK, [110](#)
- Crosstales::BWF::EditorUtil::EditorConstants
  - ASSET\_UID, [111](#)
  - ASSET\_URL, [111](#)
  - PREFAB\_SUBPATH, [111](#)
- Crosstales::BWF::EditorUtil::EditorHelper
  - BWFUnavailable, [113](#)
  - GO\_ID, [114](#)
  - InstantiatePrefab, [113](#)
  - isBWFInScene, [114](#)
  - MENU\_ID, [114](#)
  - ReadOnlyTextField, [114](#)
  - SeparatorUI, [114](#)
- Crosstales::BWF::EditorUtil::GAApi
  - Event, [121](#)
- Crosstales::BWF::Filter::BadWordFilter
  - BadWordFilter, [26](#)
  - BadWordProviderLTR, [29](#)
  - BadWordProviderRTL, [29](#)
  - Contains, [27](#)
  - GetAll, [27](#)
  - isReady, [29](#)
  - Replace, [27](#)
  - ReplaceAll, [28](#)
  - ReplaceCharacters, [28](#)
  - ReplaceLeetSpeak, [28](#)
  - SimpleCheck, [28](#)
- Crosstales::BWF::Filter::BaseFilter
  - Contains, [49](#)
  - GetAll, [50](#)
  - Mark, [50](#)
  - MarkPostfix, [52](#)
  - MarkPrefix, [52](#)
  - Replace, [50](#)
  - ReplaceAll, [51](#)
  - Unmark, [51](#)
- Crosstales::BWF::Filter::CapitalizationFilter
  - CapitalizationFilter, [73](#)
  - CharacterNumber, [75](#)
  - Contains, [73](#)

- GetAll, [73](#)
- isReady, [75](#)
- RegularExpression, [75](#)
- Replace, [74](#)
- ReplaceAll, [74](#)
- Crosstales::BWF::Filter::DomainFilter
  - Contains, [95](#)
  - DomainFilter, [95](#)
  - DomainProvider, [97](#)
  - GetAll, [96](#)
  - isReady, [97](#)
  - Replace, [96](#)
  - ReplaceAll, [96](#)
  - ReplaceCharacters, [97](#)
- Crosstales::BWF::Filter::IFilter
  - Contains, [125](#)
  - GetAll, [126](#)
  - isReady, [128](#)
  - Mark, [126](#)
  - Replace, [126](#)
  - ReplaceAll, [127](#)
  - Sources, [128](#)
  - Unmark, [127](#)
- Crosstales::BWF::Filter::PunctuationFilter
  - CharacterNumber, [137](#)
  - Contains, [135](#)
  - GetAll, [135](#)
  - isReady, [137](#)
  - PunctuationFilter, [135](#)
  - RegularExpression, [137](#)
  - Replace, [136](#)
  - ReplaceAll, [136](#)
- Crosstales::BWF::Manager::BadWordManager
  - BadWordProviderLTR, [34](#)
  - BadWordProviderRTL, [34](#)
  - Contains, [31](#)
  - ContainsMT, [31](#)
  - GetAll, [32](#)
  - GetAllIMT, [32](#)
  - isReady, [35](#)
  - isReplaceLeetSpeak, [35](#)
  - isSimpleCheck, [35](#)
  - Load, [32](#)
  - Mark, [32](#)
  - Replace, [33](#)
  - ReplaceAll, [33](#)
  - ReplaceAllIMT, [33](#)
  - ReplaceCharacters, [35](#)
  - ReplaceChars, [34](#)
  - ReplaceLeetSpeak, [34](#)
  - SimpleCheck, [34](#)
  - Sources, [35](#)
  - Unmark, [33](#)
- Crosstales::BWF::Manager::BaseManager
  - DontDestroy, [61](#)
  - MarkPostfix, [61](#)
  - MarkPrefix, [61](#)
- Crosstales::BWF::Manager::CapitalizationManager
  - CapitalizationCharsNumber, [79](#)
  - CharacterNumber, [79](#)
  - Contains, [76](#)
  - ContainsMT, [77](#)
  - GetAll, [77](#)
  - GetAllIMT, [77](#)
  - isReady, [79](#)
  - Load, [77](#)
  - Mark, [78](#)
  - Replace, [78](#)
  - ReplaceAll, [78](#)
  - ReplaceAllIMT, [79](#)
  - Unmark, [79](#)
- Crosstales::BWF::Manager::DomainManager
  - Contains, [99](#)
  - ContainsMT, [100](#)
  - DomainProvider, [102](#)
  - GetAll, [100](#)
  - GetAllIMT, [100](#)
  - isReady, [102](#)
  - Load, [101](#)
  - Mark, [101](#)
  - Replace, [101](#)
  - ReplaceAll, [101](#)
  - ReplaceAllIMT, [102](#)
  - ReplaceCharacters, [102](#)
  - ReplaceChars, [102](#)
  - Sources, [103](#)
  - Unmark, [102](#)
- Crosstales::BWF::Manager::PunctuationManager
  - CharacterNumber, [141](#)
  - Contains, [138](#)
  - ContainsMT, [139](#)
  - GetAll, [139](#)
  - GetAllIMT, [139](#)
  - isReady, [141](#)
  - Load, [139](#)
  - Mark, [140](#)
  - PunctuationCharsNumber, [141](#)
  - Replace, [140](#)
  - ReplaceAll, [140](#)
  - ReplaceAllIMT, [141](#)
  - Unmark, [141](#)
- Crosstales::BWF::Model
  - ManagerMask, [14](#)
- Crosstales::BWF::Model::BadWords
  - BadWordList, [40](#)
  - BadWords, [40](#)
  - Source, [40](#)
- Crosstales::BWF::Model::Domains
  - DomainList, [108](#)
  - Domains, [107](#)
  - Source, [108](#)
- Crosstales::BWF::Model::Source
  - Description, [151](#)
  - Icon, [151](#)
  - Name, [151](#)
  - Resource, [151](#)

- URL, [151](#)
- Crosstales::BWF::Provider::BadWordProvider
  - DebugExactBadwordsRegex, [37](#)
  - ExactBadwordsRegex, [37](#)
  - init, [37](#)
  - Load, [37](#)
  - SimpleBadwords, [37](#)
- Crosstales::BWF::Provider::BadWordProviderText
  - Load, [38](#)
  - Save, [38](#)
- Crosstales::BWF::Provider::BaseProvider
  - ClearOnLoad, [64](#)
  - init, [63](#)
  - Load, [63](#)
  - Name, [64](#)
  - RegexOption1, [64](#)
  - RegexOption2, [64](#)
  - RegexOption3, [64](#)
  - RegexOption4, [64](#)
  - RegexOption5, [64](#)
  - Save, [63](#)
  - Sources, [64](#)
- Crosstales::BWF::Provider::DomainProvider
  - DebugDomainsRegex, [105](#)
  - DomainsRegex, [105](#)
  - init, [105](#)
  - Load, [105](#)
- Crosstales::BWF::Provider::DomainProviderText
  - Load, [106](#)
  - Save, [106](#)
- Crosstales::BWF::Provider::IProvider
  - isReady, [129](#)
  - Load, [129](#)
  - Save, [129](#)
- Crosstales::BWF::Util::Config
  - DEBUG\_BADWORDS, [82](#)
  - DEBUG\_DOMAINS, [82](#)
  - DEBUG, [82](#)
  - isLoading, [82](#)
  - Load, [81](#)
  - Reset, [81](#)
  - Save, [82](#)
- Crosstales::BWF::Util::Constants
  - ASSET\_API\_URL, [86](#)
  - ASSET\_BUILD, [86](#)
  - ASSET\_CHANGED, [86](#)
  - ASSET\_CONTACT, [86](#)
  - ASSET\_CREATED, [86](#)
  - ASSET\_FORUM\_URL, [86](#)
  - ASSET\_MANUAL\_URL, [86](#)
  - ASSET\_NAME, [87](#)
  - ASSET\_PRO\_URL, [87](#)
  - ASSET\_UPDATE\_CHECK\_URL, [87](#)
  - ASSET\_VERSION, [87](#)
  - ASSET\_VIDEO\_PROMO, [87](#)
  - ASSET\_VIDEO\_TUTORIAL, [87](#)
  - ASSET\_WEB\_URL, [87](#)
  - isPro, [87](#)
  - MANAGER\_SCENE\_OBJECT\_NAME, [87](#)
- Crosstales::BWF::Util::Helper
  - CreateReplaceString, [124](#)
  - isSupportedPlatform, [124](#)
- Crosstales::Common::EditorUtil::BaseGAApi
  - Event, [52](#)
- Crosstales::Common::Model::Enum
  - Platform, [16](#)
- Crosstales::Common::Util::BackgroundController
  - Objects, [25](#)
- Crosstales::Common::Util::BaseConstants
  - ASSET\_3P\_PLAYMAKER, [46](#)
  - ASSET\_AUTHOR\_URL, [46](#)
  - ASSET\_AUTHOR, [46](#)
  - ASSET\_CT\_URL, [46](#)
  - ASSET\_SOCIAL\_FACEBOOK, [46](#)
  - ASSET\_SOCIAL\_LINKEDIN, [46](#)
  - ASSET\_SOCIAL\_TWITTER, [47](#)
  - ASSET\_SOCIAL\_XING, [47](#)
  - ASSET\_SOCIAL\_YOUTUBE, [47](#)
  - DEV\_DEBUG, [47](#)
  - FACTOR\_GB, [47](#)
  - FACTOR\_KB, [47](#)
  - FACTOR\_MB, [47](#)
  - FLOAT\_32768, [47](#)
  - FORMAT\_NO\_DECIMAL\_PLACES, [47](#)
  - FORMAT\_PERCENT, [47](#)
  - FORMAT\_TWO\_DECIMAL\_PLACES, [48](#)
  - PATH\_DELIMITER\_UNIX, [48](#)
  - PATH\_DELIMITER\_WINDOWS, [48](#)
- Crosstales::Common::Util::BaseHelper
  - ClearLineEndings, [55](#)
  - ClearSpaces, [55](#)
  - ClearTags, [55](#)
  - CurrentPlatform, [58](#)
  - FormatBytesToHRF, [55](#)
  - FormatSecondsToHourMinSec, [56](#)
  - HSVToRGB, [56](#)
  - isAndroidPlatform, [58](#)
  - isAppleBasedPlatform, [58](#)
  - isEditor, [58](#)
  - isEditorMode, [58](#)
  - isIOSPlatform, [59](#)
  - isInternetAvailable, [59](#)
  - isLinuxPlatform, [59](#)
  - isMacOSPlatform, [59](#)
  - isStandalonePlatform, [59](#)
  - isValidURL, [56](#)
  - isWSAPlatform, [60](#)
  - isWebGLPlatform, [59](#)
  - isWebPlatform, [60](#)
  - isWebPlayerPlatform, [60](#)
  - isWindowsBasedPlatform, [60](#)
  - isWindowsPlatform, [60](#)
  - RemoteCertificateValidationCallback, [56](#)
  - SplitStringToLines, [56](#)
  - ValidURLFromFilePath, [57](#)
  - ValidateFile, [57](#)

- ValidatePath, [57](#)
- Crosstales::Common::Util::CTPlayerPrefs
  - DeleteAll, [90](#)
  - DeleteKey, [90](#)
  - GetBool, [90](#)
  - GetFloat, [91](#)
  - GetInt, [91](#)
  - GetString, [91](#)
  - HasKey, [92](#)
  - Save, [92](#)
  - SetBool, [92](#)
  - SetFloat, [92](#)
  - SetInt, [92](#)
  - SetString, [93](#)
- Crosstales::Common::Util::CTWebClient
  - ConnectionLimit, [94](#)
  - Timeout, [94](#)
- Crosstales::Common::Util::PlatformController
  - Objects, [134](#)
  - Platforms, [134](#)
- Crosstales::ExtensionMethods
  - CTAddRange< T, S >, [115](#)
  - CTContains, [116](#)
  - CTContainsAll, [116](#)
  - CTContainsAny, [116](#)
  - CTDump< T >, [116](#), [117](#)
  - CTEquals, [117](#)
  - CTReplace, [117](#)
  - CTShuffle< T >, [118](#)
  - CTToString< T >, [118](#)
  - CTToTitleCase, [119](#)
- Crosstales::UI::UIHint
  - Delay, [156](#)
  - Disable, [156](#)
  - FadeAtStart, [157](#)
  - FadeTime, [157](#)
  - Group, [157](#)
- Crosstales::UI::UIResize
  - MaxSize, [158](#)
  - MinSize, [158](#)
- Crosstales::UI::UIWindowManager
  - Windows, [159](#)
- Crosstales::UI::Util::AudioFilterController
  - FindAllAudioFiltersOnStart, [22](#)
- Crosstales::UI::Util::AudioSourceController
  - AudioSources, [23](#)
  - FindAllAudioSourcesOnStart, [23](#)
  - Loop, [23](#)
  - Mute, [24](#)
  - Pitch, [24](#)
  - ResetAudioSourcesOnStart, [24](#)
  - StereoPan, [24](#)
  - Volume, [24](#)
- Crosstales::UI::WindowManager
  - Dependencies, [160](#)
  - Speed, [160](#)
- CurrentPlatform
  - Crosstales::Common::Util::BaseHelper, [58](#)
- DEBUG\_BADWORDS
  - Crosstales::BWF::Util::Config, [82](#)
- DEBUG\_DOMAINS
  - Crosstales::BWF::Util::Config, [82](#)
- DEBUG
  - Crosstales::BWF::Util::Config, [82](#)
- DEV\_DEBUG
  - Crosstales::Common::Util::BaseConstants, [47](#)
- DebugDomainsRegex
  - Crosstales::BWF::Provider::DomainProvider, [105](#)
- DebugExactBadwordsRegex
  - Crosstales::BWF::Provider::BadWordProvider, [37](#)
- Delay
  - Crosstales::UI::UIHint, [156](#)
- DeleteAll
  - Crosstales::Common::Util::CTPlayerPrefs, [90](#)
- DeleteKey
  - Crosstales::Common::Util::CTPlayerPrefs, [90](#)
- Dependencies
  - Crosstales::UI::WindowManager, [160](#)
- Description
  - Crosstales::BWF::Model::Source, [151](#)
- Disable
  - Crosstales::UI::UIHint, [156](#)
- DomainFilter
  - Crosstales::BWF::Filter::DomainFilter, [95](#)
- DomainList
  - Crosstales::BWF::Model::Domains, [108](#)
- DomainProvider
  - Crosstales::BWF::Filter::DomainFilter, [97](#)
  - Crosstales::BWF::Manager::DomainManager, [102](#)
- Domains
  - Crosstales::BWF::Model::Domains, [107](#)
- DomainsRegex
  - Crosstales::BWF::Provider::DomainProvider, [105](#)
- DontDestroy
  - Crosstales::BWF::Manager::BaseManager, [61](#)
- EndlessFilter
  - HutongGames::PlayMaker::Actions::BaseBWF↔  
Action, [41](#)
- EndlessFilterUpdateTime
  - HutongGames::PlayMaker::Actions::BaseBWF↔  
Action, [41](#)
- Event
  - Crosstales::BWF::EditorUtil::GAApi, [121](#)
  - Crosstales::Common::EditorUtil::BaseGAApi, [52](#)
- ExactBadwordsRegex
  - Crosstales::BWF::Provider::BadWordProvider, [37](#)
- FACTOR\_GB
  - Crosstales::Common::Util::BaseConstants, [47](#)
- FACTOR\_KB
  - Crosstales::Common::Util::BaseConstants, [47](#)
- FACTOR\_MB
  - Crosstales::Common::Util::BaseConstants, [47](#)
- FLOAT\_32768
  - Crosstales::Common::Util::BaseConstants, [47](#)
- FORMAT\_NO\_DECIMAL\_PLACES

- Crosstales::Common::Util::BaseConstants, 47
- FORMAT\_PERCENT
  - Crosstales::Common::Util::BaseConstants, 47
- FORMAT\_TWO\_DECIMAL\_PLACES
  - Crosstales::Common::Util::BaseConstants, 48
- FadeAtStart
  - Crosstales::UI::UIHint, 157
- FadeTime
  - Crosstales::UI::UIHint, 157
- Filter
  - HutongGames::PlayMaker::Actions::BaseBWF↔Action, 41
- FindAllAudioFiltersOnStart
  - Crosstales::UI::Util::AudioFilterController, 22
- FindAllAudioSourcesOnStart
  - Crosstales::UI::Util::AudioSourceController, 23
- FormatBytesToHRF
  - Crosstales::Common::Util::BaseHelper, 55
- FormatSecondsToHourMinSec
  - Crosstales::Common::Util::BaseHelper, 56
- GO\_ID
  - Crosstales::BWF::EditorUtil::EditorHelper, 114
- GetAll
  - Crosstales::BWF::BWFManager, 68
  - Crosstales::BWF::Filter::BadWordFilter, 27
  - Crosstales::BWF::Filter::BaseFilter, 50
  - Crosstales::BWF::Filter::CapitalizationFilter, 73
  - Crosstales::BWF::Filter::DomainFilter, 96
  - Crosstales::BWF::Filter::IFilter, 126
  - Crosstales::BWF::Filter::PunctuationFilter, 135
  - Crosstales::BWF::Manager::BadWordManager, 32
  - Crosstales::BWF::Manager::Capitalization↔Manager, 77
  - Crosstales::BWF::Manager::DomainManager, 100
  - Crosstales::BWF::Manager::PunctuationManager, 139
- GetAllMT
  - Crosstales::BWF::BWFManager, 68
  - Crosstales::BWF::Manager::BadWordManager, 32
  - Crosstales::BWF::Manager::Capitalization↔Manager, 77
  - Crosstales::BWF::Manager::DomainManager, 100
  - Crosstales::BWF::Manager::PunctuationManager, 139
- GetBool
  - Crosstales::Common::Util::CTPlayerPrefs, 90
- GetFloat
  - Crosstales::Common::Util::CTPlayerPrefs, 91
- GetInt
  - Crosstales::Common::Util::CTPlayerPrefs, 91
- GetString
  - Crosstales::Common::Util::CTPlayerPrefs, 91
- Group
  - Crosstales::UI::UIHint, 157
- HIERARCHY\_ICON
  - Crosstales::BWF::EditorUtil::EditorConfig, 109
- HSVToRGB
  - Crosstales::Common::Util::BaseHelper, 56
- HasKey
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- HutongGames, 19
  - HutongGames.PlayMaker, 19
  - HutongGames.PlayMaker.Actions, 19
  - HutongGames.PlayMaker.Actions.BaseBWFAction, 40
  - HutongGames.PlayMaker.Actions.BaseBWFAction↔String, 42
  - HutongGames.PlayMaker.Actions.BaseBWFActionUI, 43
  - HutongGames.PlayMaker.Actions.ContainsString, 88
  - HutongGames.PlayMaker.Actions.MarkString, 130
  - HutongGames.PlayMaker.Actions.MarkUI, 131
  - HutongGames.PlayMaker.Actions.ReplaceString, 145
  - HutongGames.PlayMaker.Actions.ReplaceUI, 146
  - HutongGames::PlayMaker::Actions::BaseBWFAction
    - EndlessFilter, 41
    - EndlessFilterUpdateTime, 41
    - Filter, 41
    - Sources, 41
  - HutongGames::PlayMaker::Actions::BaseBWFAction↔String
    - OutputText, 42
    - Text, 42
  - HutongGames::PlayMaker::Actions::BaseBWFActionUI
    - OutputText, 43
    - Text, 43
  - HutongGames::PlayMaker::Actions::ContainsString
    - Contains, 89
    - Text, 89
  - HutongGames::PlayMaker::Actions::ReplaceString
    - ReplaceInput, 146
  - HutongGames::PlayMaker::Actions::ReplaceUI
    - ReplaceInput, 147
- Icon
  - Crosstales::BWF::Model::Source, 151
- init
  - Crosstales::BWF::Provider::BadWordProvider, 37
  - Crosstales::BWF::Provider::BaseProvider, 63
  - Crosstales::BWF::Provider::DomainProvider, 105
- InstantiatePrefab
  - Crosstales::BWF::EditorUtil::EditorHelper, 113
- isAndroidPlatform
  - Crosstales::Common::Util::BaseHelper, 58
- isAppleBasedPlatform
  - Crosstales::Common::Util::BaseHelper, 58
- isBWFInScene
  - Crosstales::BWF::EditorUtil::EditorHelper, 114
- isEditor
  - Crosstales::Common::Util::BaseHelper, 58
- isEditorMode
  - Crosstales::Common::Util::BaseHelper, 58
- isIOSPlatform
  - Crosstales::Common::Util::BaseHelper, 59
- isInternetAvailable
  - Crosstales::Common::Util::BaseHelper, 59
- isLinuxPlatform



- Crosstales::Common::Util::BaseHelper, 59
- isLoaded
  - Crosstales::BWF::EditorUtil::EditorConfig, 109
  - Crosstales::BWF::Util::Config, 82
- isMacOSPlatform
  - Crosstales::Common::Util::BaseHelper, 59
- isPro
  - Crosstales::BWF::Util::Constants, 87
- isReady
  - Crosstales::BWF::BWFManager, 71
  - Crosstales::BWF::Filter::BadWordFilter, 29
  - Crosstales::BWF::Filter::CapitalizationFilter, 75
  - Crosstales::BWF::Filter::DomainFilter, 97
  - Crosstales::BWF::Filter::IFilter, 128
  - Crosstales::BWF::Filter::PunctuationFilter, 137
  - Crosstales::BWF::Manager::BadWordManager, 35
  - Crosstales::BWF::Manager::Capitalization↔  
Manager, 79
  - Crosstales::BWF::Manager::DomainManager, 102
  - Crosstales::BWF::Manager::PunctuationManager,  
141
  - Crosstales::BWF::Provider::IPProvider, 129
- isReplaceLeetSpeak
  - Crosstales::BWF::Manager::BadWordManager, 35
- isSimpleCheck
  - Crosstales::BWF::Manager::BadWordManager, 35
- isStandalonePlatform
  - Crosstales::Common::Util::BaseHelper, 59
- isSupportedPlatform
  - Crosstales::BWF::Util::Helper, 124
- isValidURL
  - Crosstales::Common::Util::BaseHelper, 56
- isWSAPlatform
  - Crosstales::Common::Util::BaseHelper, 60
- isWebGLPlatform
  - Crosstales::Common::Util::BaseHelper, 59
- isWebPlatform
  - Crosstales::Common::Util::BaseHelper, 60
- isWebPlayerPlatform
  - Crosstales::Common::Util::BaseHelper, 60
- isWindowsBasedPlatform
  - Crosstales::Common::Util::BaseHelper, 60
- isWindowsPlatform
  - Crosstales::Common::Util::BaseHelper, 60
- Load
  - Crosstales::BWF::BWFManager, 69
  - Crosstales::BWF::EditorUtil::EditorConfig, 109
  - Crosstales::BWF::Manager::BadWordManager, 32
  - Crosstales::BWF::Manager::Capitalization↔  
Manager, 77
  - Crosstales::BWF::Manager::DomainManager, 101
  - Crosstales::BWF::Manager::PunctuationManager,  
139
  - Crosstales::BWF::Provider::BadWordProvider, 37
  - Crosstales::BWF::Provider::BadWordProviderText,  
38
  - Crosstales::BWF::Provider::BaseProvider, 63
  - Crosstales::BWF::Provider::DomainProvider, 105
- Crosstales::BWF::Provider::DomainProviderText,  
106
- Crosstales::BWF::Provider::IPProvider, 129
- Crosstales::BWF::Util::Config, 81
- Loop
  - Crosstales::UI::Util::AudioSourceController, 23
- MANAGER\_SCENE\_OBJECT\_NAME
  - Crosstales::BWF::Util::Constants, 87
- MENU\_ID
  - Crosstales::BWF::EditorUtil::EditorHelper, 114
- ManagerMask
  - Crosstales::BWF::Model, 14
- Mark
  - Crosstales::BWF::BWFManager, 69
  - Crosstales::BWF::Filter::BaseFilter, 50
  - Crosstales::BWF::Filter::IFilter, 126
  - Crosstales::BWF::Manager::BadWordManager, 32
  - Crosstales::BWF::Manager::Capitalization↔  
Manager, 78
  - Crosstales::BWF::Manager::DomainManager, 101
  - Crosstales::BWF::Manager::PunctuationManager,  
140
- MarkPostfix
  - Crosstales::BWF::Filter::BaseFilter, 52
  - Crosstales::BWF::Manager::BaseManager, 61
- MarkPrefix
  - Crosstales::BWF::Filter::BaseFilter, 52
  - Crosstales::BWF::Manager::BaseManager, 61
- MaxSize
  - Crosstales::UI::UIResize, 158
- MinSize
  - Crosstales::UI::UIResize, 158
- Mute
  - Crosstales::UI::Util::AudioSourceController, 24
- Name
  - Crosstales::BWF::Model::Source, 151
  - Crosstales::BWF::Provider::BaseProvider, 64
- Objects
  - Crosstales::Common::Util::BackgroundController,  
25
  - Crosstales::Common::Util::PlatformController, 134
- OutputText
  - HutongGames::PlayMaker::Actions::BaseBWF↔  
ActionString, 42
  - HutongGames::PlayMaker::Actions::BaseBWF↔  
ActionUI, 43
- PATH\_DELIMITER\_UNIX
  - Crosstales::Common::Util::BaseConstants, 48
- PATH\_DELIMITER\_WINDOWS
  - Crosstales::Common::Util::BaseConstants, 48
- PREFAB\_AUTOLOAD
  - Crosstales::BWF::EditorUtil::EditorConfig, 109
- PREFAB\_PATH
  - Crosstales::BWF::EditorUtil::EditorConfig, 110
- PREFAB\_SUBPATH

- Crosstales::BWF::EditorUtil::EditorConstants, 111
- Pitch
  - Crosstales::UI::Util::AudioSourceController, 24
- Platform
  - Crosstales::Common::Model::Enum, 16
- Platforms
  - Crosstales::Common::Util::PlatformController, 134
- PunctuationCharsNumber
  - Crosstales::BWF::Manager::PunctuationManager, 141
- PunctuationFilter
  - Crosstales::BWF::Filter::PunctuationFilter, 135
- REMINDER\_CHECK
  - Crosstales::BWF::EditorUtil::EditorConfig, 109
- ReadOnlyTextField
  - Crosstales::BWF::EditorUtil::EditorHelper, 114
- RegexOption1
  - Crosstales::BWF::Provider::BaseProvider, 64
- RegexOption2
  - Crosstales::BWF::Provider::BaseProvider, 64
- RegexOption3
  - Crosstales::BWF::Provider::BaseProvider, 64
- RegexOption4
  - Crosstales::BWF::Provider::BaseProvider, 64
- RegexOption5
  - Crosstales::BWF::Provider::BaseProvider, 64
- RegularExpression
  - Crosstales::BWF::Filter::CapitalizationFilter, 75
  - Crosstales::BWF::Filter::PunctuationFilter, 137
- RemoteCertificateValidationCallback
  - Crosstales::Common::Util::BaseHelper, 56
- Replace
  - Crosstales::BWF::BWFManager, 69
  - Crosstales::BWF::Filter::BadWordFilter, 27
  - Crosstales::BWF::Filter::BaseFilter, 50
  - Crosstales::BWF::Filter::CapitalizationFilter, 74
  - Crosstales::BWF::Filter::DomainFilter, 96
  - Crosstales::BWF::Filter::IFilter, 126
  - Crosstales::BWF::Filter::PunctuationFilter, 136
  - Crosstales::BWF::Manager::BadWordManager, 33
  - Crosstales::BWF::Manager::Capitalization↔Manager, 78
  - Crosstales::BWF::Manager::DomainManager, 101
  - Crosstales::BWF::Manager::PunctuationManager, 140
- ReplaceAll
  - Crosstales::BWF::BWFManager, 70
  - Crosstales::BWF::Filter::BadWordFilter, 28
  - Crosstales::BWF::Filter::BaseFilter, 51
  - Crosstales::BWF::Filter::CapitalizationFilter, 74
  - Crosstales::BWF::Filter::DomainFilter, 96
  - Crosstales::BWF::Filter::IFilter, 127
  - Crosstales::BWF::Filter::PunctuationFilter, 136
  - Crosstales::BWF::Manager::BadWordManager, 33
  - Crosstales::BWF::Manager::Capitalization↔Manager, 78
  - Crosstales::BWF::Manager::DomainManager↔, 101
- Crosstales::BWF::Manager::PunctuationManager, 140
- ReplaceAllMT
  - Crosstales::BWF::BWFManager, 70
  - Crosstales::BWF::Manager::BadWordManager, 33
  - Crosstales::BWF::Manager::Capitalization↔Manager, 79
  - Crosstales::BWF::Manager::DomainManager, 102
  - Crosstales::BWF::Manager::PunctuationManager, 141
- ReplaceCharacters
  - Crosstales::BWF::Filter::BadWordFilter, 28
  - Crosstales::BWF::Filter::DomainFilter, 97
  - Crosstales::BWF::Manager::BadWordManager, 35
  - Crosstales::BWF::Manager::DomainManager, 102
- ReplaceChars
  - Crosstales::BWF::Manager::BadWordManager, 34
  - Crosstales::BWF::Manager::DomainManager, 102
- ReplaceInput
  - HutongGames::PlayMaker::Actions::Replace↔String, 146
  - HutongGames::PlayMaker::Actions::ReplaceUI, 147
- ReplaceLeetSpeak
  - Crosstales::BWF::Filter::BadWordFilter, 28
  - Crosstales::BWF::Manager::BadWordManager, 34
- Reset
  - Crosstales::BWF::EditorUtil::EditorConfig, 109
  - Crosstales::BWF::Util::Config, 81
- ResetAudioSourcesOnStart
  - Crosstales::UI::Util::AudioSourceController, 24
- Resource
  - Crosstales::BWF::Model::Source, 151
- Save
  - Crosstales::BWF::EditorUtil::EditorConfig, 109
  - Crosstales::BWF::Provider::BadWordProviderText, 38
  - Crosstales::BWF::Provider::BaseProvider, 63
  - Crosstales::BWF::Provider::DomainProviderText, 106
  - Crosstales::BWF::Provider::IPProvider, 129
  - Crosstales::BWF::Util::Config, 82
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- SeparatorUI
  - Crosstales::BWF::EditorUtil::EditorHelper, 114
- SetBool
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- SetFloat
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- SetInt
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- SetString
  - Crosstales::Common::Util::CTPlayerPrefs, 93
- SimpleBadwords
  - Crosstales::BWF::Provider::BadWordProvider, 37
- SimpleCheck
  - Crosstales::BWF::Filter::BadWordFilter, 28
  - Crosstales::BWF::Manager::BadWordManager, 34

## Source

- Crosstales::BWF::Model::BadWords, [40](#)
- Crosstales::BWF::Model::Domains, [108](#)

## Sources

- Crosstales::BWF::BWFManager, [70](#)
- Crosstales::BWF::Filter::IFilter, [128](#)
- Crosstales::BWF::Manager::BadWordManager, [35](#)
- Crosstales::BWF::Manager::DomainManager, [103](#)
- Crosstales::BWF::Provider::BaseProvider, [64](#)
- HutongGames::PlayMaker::Actions::BaseBWF↔  
Action, [41](#)

## Speed

- Crosstales::UI::WindowManager, [160](#)

## SplitStringToLines

- Crosstales::Common::Util::BaseHelper, [56](#)

## StereoPan

- Crosstales::UI::Util::AudioSourceController, [24](#)

## TELEMETRY

- Crosstales::BWF::EditorUtil::EditorConfig, [110](#)

## Text

- HutongGames::PlayMaker::Actions::BaseBWF↔  
ActionString, [42](#)
- HutongGames::PlayMaker::Actions::BaseBWF↔  
ActionUI, [43](#)
- HutongGames::PlayMaker::Actions::Contains↔  
String, [89](#)

## Timeout

- Crosstales::Common::Util::CTWebClient, [94](#)

## UPDATE\_CHECK

- Crosstales::BWF::EditorUtil::EditorConfig, [110](#)

## URL

- Crosstales::BWF::Model::Source, [151](#)

## Unmark

- Crosstales::BWF::BWFManager, [70](#)
- Crosstales::BWF::Filter::BaseFilter, [51](#)
- Crosstales::BWF::Filter::IFilter, [127](#)
- Crosstales::BWF::Manager::BadWordManager, [33](#)
- Crosstales::BWF::Manager::Capitalization↔  
Manager, [79](#)
- Crosstales::BWF::Manager::DomainManager, [102](#)
- Crosstales::BWF::Manager::PunctuationManager,  
[141](#)

## UpdateStatus

- Crosstales::BWF::EditorTask, [13](#)

## ValidURLFromFilePath

- Crosstales::Common::Util::BaseHelper, [57](#)

## ValidateFile

- Crosstales::Common::Util::BaseHelper, [57](#)

## ValidatePath

- Crosstales::Common::Util::BaseHelper, [57](#)

## Volume

- Crosstales::UI::Util::AudioSourceController, [24](#)

## Windows

- Crosstales::UI::UIWindowManager, [159](#)