

Turbo Switch PRO

Time is money



API

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Chapter 1

Namespace Index

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 3

Class Index

3.1 Class List

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

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Base for adding the given define symbols to PlayerSettings define symbols.	
Crosstales.Common.Util.BaseConstants	11
Base for collected constants of very general utility for the asset.	
Crosstales.Common.EditorUtil.BaseEditorHelper	15
Base for various Editor helper functions.	
Crosstales.Common.EditorUtil.BaseGAApi	16
Base GA-wrapper API.	
Crosstales.Common.Util.BaseHelper	17
Base for various helper functions.	
Crosstales.Common.EditorTask.BaseSetupResources	26
Base for copying all resources to 'Editor Default Resources'.	
Crosstales.TPS.EditorTask.CompileDefines	27
Adds the given define symbols to PlayerSettings define symbols.	
Crosstales.TPS.Util.Config	27
Configuration for the asset.	
Crosstales.TPS.EditorIntegration.ConfigBase	35
Base class for editor windows.	
Crosstales.TPS.EditorIntegration.ConfigPreferences	35
Unity "Preferences" extension.	
Crosstales.TPS.EditorIntegration.ConfigWindow	36
Editor window extension.	
Crosstales.TPS.Util.Constants	37
Collected constants of very general utility for the asset.	
Crosstales.Common.Util.CTPlayerPrefs	42
Wrapper for the PlayerPrefs.	
Crosstales.Common.Util.CTWebClient	45
Specialized WebClient.	
Crosstales.TPS.Task.DisableUnityCacheServer	46
Disables the Unity cache server.	
Crosstales.ExtensionMethods	47
Various extension methods.	
Crosstales.TPS.Util.GAApi	54
GA-wrapper API.	
Crosstales.TPS.Util.Helper	55
Various helper functions.	

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Checks if a 'Happy new year'-message must be displayed.	60
Crosstales.TPS.Task.ReminderCheck	
Reminds the customer to create an UAS review.	60
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	
Serializable Dictionary-class for XML.	61
Crosstales.TPS.Task.SetupResources	
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Crosstales.Common.Util.XmlHelper	
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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

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

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 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.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.
- class [BaseGAApi](#)
Base GA-wrapper API.

4.5 Crosstales.Common.Model Namespace Reference

Namespaces

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

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

All available platforms.

4.6.1 Enumeration Type Documentation

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

All available platforms.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialized WebClient.
- class [SerializableDictionary](#)
Serializable Dictionary-class for XML.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.TPS Namespace Reference

Namespaces

Classes

- class [Switcher](#)
Platform switcher.

4.9 Crosstales.TPS.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.

4.10 Crosstales.TPS.EditorTask Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.

4.11 Crosstales.TPS.Task Namespace Reference

Classes

- class [DisableUnityCacheServer](#)
Disables the Unity cache server.
- class [Launch](#)
Show the configuration window on the first launch.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [Tracer](#)
Gather some tracing 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, V2019 }
All possible update stati.

4.11.1 Enumeration Type Documentation

4.11.1.1 enum [Crosstales.TPS.Task.UpdateStatus](#) [strong]

All possible update stati.

4.12 Crosstales.TPS.Util Namespace Reference

Classes

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

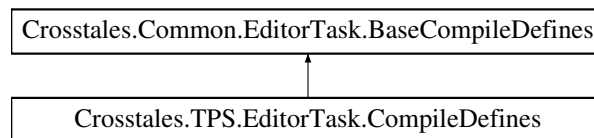
Chapter 5

Class Documentation

5.1 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)

5.1.1 Detailed Description

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

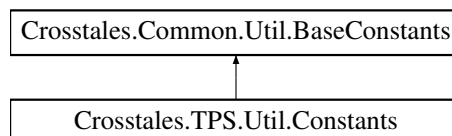
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs

5.2 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



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_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_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 readonly string **APPLICATION_PATH** = **BaseHelper.ValidatePath**(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.
- 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://"
- static int **PROCESS_KILL_TIME** = 5000

Kill processes after 5000 milliseconds.

Properties

- static string **PREFIX_FILE** [get]

5.2.1 Detailed Description

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

5.2.2 Member Data Documentation

- 5.2.2.1 readonly string **Crosstales.Common.Util.BaseConstants.APPLICATION_PATH** = **BaseHelper**.↔
ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
[static]

Application path.

- 5.2.2.2 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".

- 5.2.2.3 const string **Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR** = "crosstales LLC"

Author of the asset.

- 5.2.2.4 const string **Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL** = "https://www.crosstales.com"

URL of the asset author.

- 5.2.2.5 const string **Crosstales.Common.Util.BaseConstants.ASSET_CT_URL** = "https://goo.gl/qwtXyb"

URL of the crosstales assets in UAS.

- 5.2.2.6 const string **Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"

URL of the crosstales Discord-channel.


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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

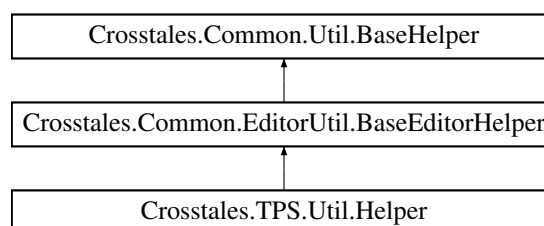
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs`

5.3 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for `Crosstales.Common.EditorUtil.BaseEditorHelper`:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.

Additional Inherited Members

5.3.1 Detailed Description

Base for various Editor helper functions.

5.3.2 Member Function Documentation

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

Restart Unity.

Parameters

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

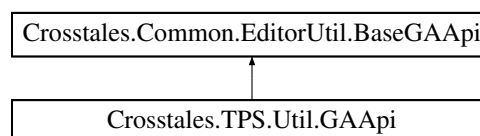
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditorHelper.cs

5.4 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.

Static Protected Attributes

- static readonly string **clientId** = SystemInfo.deviceUniqueIdentifier
- static readonly string **screenResolution** = Screen.currentResolution.ToString()
- static readonly string **userLanguage** = System.Threading.Thread.CurrentThread.CurrentCulture.Name
- static readonly string **unityVersion** = Application.unityVersion
- static readonly string **os** = SystemInfo.operatingSystem
- static readonly string **cpu** = SystemInfo.processorType
- static readonly int **cpuCores** = SystemInfo.processorCount
- static readonly int **cpuFrequency** = SystemInfo.processorFrequency
- static readonly string **productName** = Application.productName
- static readonly string **companyName** = Application.companyName
- static readonly int **memory** = SystemInfo.systemMemorySize
- static readonly string **gpu** = SystemInfo.graphicsDeviceName
- static readonly int **gpuMemory** = SystemInfo.graphicsMemorySize
- static readonly int **gpuShaderLevel** = SystemInfo.graphicsShaderLevel

5.4.1 Detailed Description

Base GA-wrapper API.

5.4.2 Member Function Documentation

5.4.2.1 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.

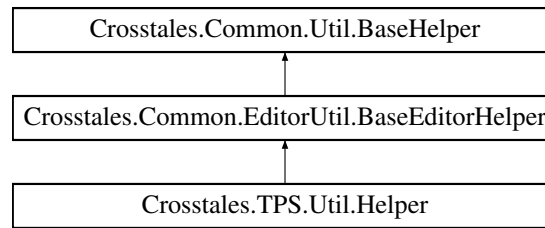
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseGAApi.cs

5.5 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.

Parameters

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

Returns

Clean URL

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

- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
Copy or move a file.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

Protected Attributes

- const string **file_prefix** = "file://"

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()

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 [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.

5.5.1 Detailed Description

Base for various helper functions.

5.5.2 Member Function Documentation

5.5.2.1 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.

5.5.2.2 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.

5.5.2.3 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.

5.5.2.4 `static string Crosstales.Common.Util.BaseHelper.CreateString (string replaceChars, int stringLength) [static]`

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.5.2.5 `static void Crosstales.Common.Util.BaseHelper.FileCopy (string inputFile, string outputFile, bool move = false) [static]`

Copy or move a file.

Parameters

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.5.2.6 `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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.5.2.8 `static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (AudioSource source) [static]`

Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.5.2.9 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.

5.5.2.10 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.

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

HTTPS-certification callback.

5.5.2.12 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

5.5.2.13 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

5.5.2.14 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

5.5.2.15 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

5.5.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.5.3.3 `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).

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.5.3.10 `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).

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.5.3.12 `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).

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

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

Returns

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

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

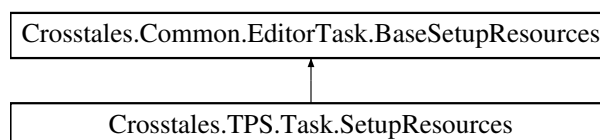
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.6 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)

5.6.1 Detailed Description

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

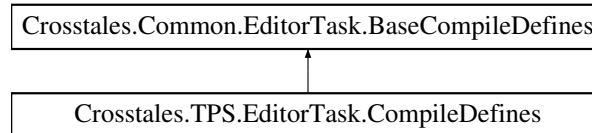
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ Common/Editor/Task/BaseSetupResources.cs

5.7 Crosstales.TPS.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TPS.EditorTask.CompileDefines:



Additional Inherited Members

5.7.1 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/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Task/CompileDefines.cs

5.8 Crosstales.TPS.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 the all changable variables.
- static void **Save** ()
Saves the all changable variables.

Static Public Attributes

- static bool **CUSTOM_PATH_CACHE** = Constants.DEFAULT_CUSTOM_PATH_CACHE
Enable or disable custom location for the cache.
- static int **VCS** = Constants.DEFAULT_VCS
Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial).
- static bool **BATCHMODE** = Constants.DEFAULT_BATCHMODE
Enable or disable batch mode for CLI operations.
- static bool **QUIT** = Constants.DEFAULT_QUIT
Enable or disable quit Unity Editor for CLI operations.
- static bool **NO_GRAPHICS** = Constants.DEFAULT_NO_GRAPHICS
Enable or disable graphics device in Unity Editor for CLI operations.
- static string **EXECUTE_METHOD** = string.Empty
Execute static method <ClassName.MethodName> in Unity after a switch.
- static bool **COPY_SETTINGS** = Constants.DEFAULT_COPY_SETTINGS
Enable or disable copying the 'ProjectSettings'-folder.
- static bool **COPY_ASSETS** = Constants.DEFAULT_COPY_ASSETS
Enable or disable copying the 'Assets'-folder (meta files).
- static bool **CONFIRM_SWITCH** = Constants.DEFAULT_CONFIRM_SWITCH
Enable or disable the switch confirmation dialog.
- static bool **DEBUG** = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool **UPDATE_CHECK** = Constants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool **REMINDER_CHECK** = Constants.DEFAULT_REMINDER_CHECK
Enable or disable reminder-checks for the asset.
- static bool **TRACER** = Constants.DEFAULT_TRACER
Enable or disable anonymous tracing data.
- static bool **PLATFORM_WINDOWS** = Constants.DEFAULT_PLATFORM_WINDOWS
Enable or disable the Windows platform.
- static bool **PLATFORM_MAC** = Constants.DEFAULT_PLATFORM_MAC
Enable or disable the macOS platform.
- static bool **PLATFORM_LINUX** = Constants.DEFAULT_PLATFORM_LINUX
Enable or disable the Linux platform.
- static bool **PLATFORM_ANDROID** = Constants.DEFAULT_PLATFORM_ANDROID
Enable or disable the Android platform.
- static bool **PLATFORM_IOS** = Constants.DEFAULT_PLATFORM_IOS
Enable or disable the iOS platform.
- static bool **PLATFORM_WSA** = Constants.DEFAULT_PLATFORM_WSA
Enable or disable the WSA platform.
- static bool **PLATFORM_WEBGL** = Constants.DEFAULT_PLATFORM_WEBGL

- Enable or disable the WebGL platform.*

 - static bool **PLATFORM_TVOS** = Constants.DEFAULT_PLATFORM_TVOS

Enable or disable the tvOS platform.
- static bool **PLATFORM_TIZEN** = Constants.DEFAULT_PLATFORM_TIZEN

Enable or disable the Tizen platform.
- static bool **PLATFORM_SAMUNGTV** = Constants.DEFAULT_PLATFORM_SAMUNGTV

Enable or disable the SamsungTV platform.
- static bool **PLATFORM_PS4** = Constants.DEFAULT_PLATFORM_PS4

Enable or disable the PS4 platform.
- static bool **PLATFORM_PSP2** = Constants.DEFAULT_PLATFORM_PSP2

Enable or disable the PSP2 (Vita) platform.
- static bool **PLATFORM_XBOXONE** = Constants.DEFAULT_PLATFORM_XBOXONE

Enable or disable the XboxOne platform.
- static bool **PLATFORM_WIIU** = Constants.DEFAULT_PLATFORM_WIIU

Enable or disable the WiiU platform.
- static bool **PLATFORM_3DS** = Constants.DEFAULT_PLATFORM_3DS

Enable or disable the 3DS platform.
- static bool **PLATFORM_SWITCH** = Constants.DEFAULT_PLATFORM_SWITCH

Enable or disable the Nintendo Switch platform.
- static int **ARCH_WINDOWS** = Constants.DEFAULT_ARCH_WINDOWS

Architecture of the Windows platform.
- static int **ARCH_MAC** = Constants.DEFAULT_ARCH_MAC

Architecture of the macOS platform.
- static int **ARCH_LINUX** = Constants.DEFAULT_ARCH_LINUX

Architecture of the Linux platform.
- static int **TEX_ANDROID** = Constants.DEFAULT_TEX_ANDROID

Texture format of the Android platform.
- static bool **SHOW_DELETE** = false

Shows or hides the delete button for the cache.
- static bool **SHOW_COLUMN_PLATFORM** = Constants.DEFAULT_SHOW_COLUMN_PLATFORM

Shows or hides the column for the platform.
- static bool **SHOW_COLUMN_PLATFORM_LOGO** = Constants.DEFAULT_SHOW_COLUMN_PLATFORM_LOGO

Shows or hides the column for the platform.
- static bool **SHOW_COLUMN_ARCHITECTURE** = Constants.DEFAULT_SHOW_COLUMN_ARCHITECTURE

Shows or hides the column for the architecture.
- static bool **SHOW_COLUMN_TEXTURE** = Constants.DEFAULT_SHOW_COLUMN_TEXTURE

Shows or hides the column for the texture format.
- static bool **SHOW_COLUMN_CACHE** = Constants.DEFAULT_SHOW_COLUMN_CACHE

Shows or hides the column for the cache.
- static bool **isLoading** = false

Is the configuration loaded?

Properties

- static string **PATH_CACHE** [get, set]
 - static string **ASSET_PATH** [get]
- Returns the path to the asset inside the Unity project.*

5.8.1 Detailed Description

Configuration for the asset.

5.8.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.8.3 Member Data Documentation

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

Architecture of the Linux platform.

5.8.3.2 `int Crosstales.TPS.Util.Config.ARCH_MAC = Constants.DEFAULT_ARCH_MAC [static]`

Architecture of the macOS platform.

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

Architecture of the Windows platform.

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

Enable or disable batch mode for CLI operations.

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

Enable or disable the switch confirmation dialog.

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

Enable or disable copying the 'Assets'-folder (meta files).

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

Enable or disable copying the 'ProjectSettings'-folder.

5.8.3.8 `bool Crosstales.TPS.Util.Config.CUSTOM_PATH_CACHE = Constants.DEFAULT_CUSTOM_PATH_CACHE`
[static]

Enable or disable custom location for the cache.

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

Enable or disable debug logging for the asset.

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

Execute static method <ClassName.MethodName> in Unity after a switch.

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

Is the configuration loaded?

5.8.3.12 `bool Crosstales.TPS.Util.Config.NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS` [static]

Enable or disable graphics device in Unity Editor for CLI operations.

5.8.3.13 `bool Crosstales.TPS.Util.Config.PLATFORM_3DS = Constants.DEFAULT_PLATFORM_3DS` [static]

Enable or disable the 3DS platform.

5.8.3.14 `bool Crosstales.TPS.Util.Config.PLATFORM_ANDROID = Constants.DEFAULT_PLATFORM_ANDROID` [static]

Enable or disable the Android platform.

5.8.3.15 `bool Crosstales.TPS.Util.Config.PLATFORM_IOS = Constants.DEFAULT_PLATFORM_IOS` [static]

Enable or disable the iOS platform.

5.8.3.16 `bool Crosstales.TPS.Util.Config.PLATFORM_LINUX = Constants.DEFAULT_PLATFORM_LINUX` [static]

Enable or disable the Linux platform.

5.8.3.17 `bool Crosstales.TPS.Util.Config.PLATFORM_MAC = Constants.DEFAULT_PLATFORM_MAC` [static]

Enable or disable the macOS platform.

5.8.3.18 `bool Crosstales.TPS.Util.Config.PLATFORM_PS4 = Constants.DEFAULT_PLATFORM_PS4` [static]

Enable or disable the PS4 platform.

5.8.3.19 `bool Crosstales.TPS.Util.Config.PLATFORM_PSP2 = Constants.DEFAULT_PLATFORM_PSP2` [static]

Enable or disable the PSP2 (Vita) platform.

5.8.3.20 `bool Crosstales.TPS.Util.Config.PLATFORM_SAMUNGTV = Constants.DEFAULT_PLATFORM_SAMUNGTV`
[static]

Enable or disable the SamsungTV platform.

5.8.3.21 `bool Crosstales.TPS.Util.Config.PLATFORM_SWITCH = Constants.DEFAULT_PLATFORM_SWITCH` [static]

Enable or disable the Nintendo Switch platform.

5.8.3.22 `bool Crosstales.TPS.Util.Config.PLATFORM_TIZEN = Constants.DEFAULT_PLATFORM_TIZEN` [static]

Enable or disable the Tizen platform.

5.8.3.23 `bool Crosstales.TPS.Util.Config.PLATFORM_TVOS = Constants.DEFAULT_PLATFORM_TVOS` [static]

Enable or disable the tvOS platform.

5.8.3.24 `bool Crosstales.TPS.Util.Config.PLATFORM_WEBGL = Constants.DEFAULT_PLATFORM_WEBGL` [static]

Enable or disable the WebGL platform.

5.8.3.25 `bool Crosstales.TPS.Util.Config.PLATFORM_WIIU = Constants.DEFAULT_PLATFORM_WIIU` [static]

Enable or disable the WiiU platform.

5.8.3.26 `bool Crosstales.TPS.Util.Config.PLATFORM_WINDOWS = Constants.DEFAULT_PLATFORM_WINDOWS` [static]

Enable or disable the Windows platform.

5.8.3.27 `bool Crosstales.TPS.Util.Config.PLATFORM_WSA = Constants.DEFAULT_PLATFORM_WSA` [static]

Enable or disable the WSA platform.

5.8.3.28 `bool Crosstales.TPS.Util.Config.PLATFORM_XBOXONE = Constants.DEFAULT_PLATFORM_XBOXONE` [static]

Enable or disable the XboxOne platform.

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

Enable or disable quit Unity Editor for CLI operations.

5.8.3.30 `bool Crosstales.TPS.Util.Config.REMINDER_CHECK = Constants.DEFAULT_REMINDER_CHECK` [static]

Enable or disable reminder-checks for the asset.

5.8.3.31 `bool Crosstales.TPS.Util.Config.SHOW_COLUMN_ARCHITECTURE = Constants.DEFAULT_SHOW_COLUMN_ARCHITECTURE` [static]

Shows or hides the column for the architecture.

5.8.3.32 `bool Crosstales.TPS.Util.Config.SHOW_COLUMN_CACHE = Constants.DEFAULT_SHOW_COLUMN_CACHE` [static]

Shows or hides the column for the cache.

5.8.3.33 `bool Crosstales.TPS.Util.Config.SHOW_COLUMN_PLATFORM = Constants.DEFAULT_SHOW_COLUMN_PLATFORM` [static]

Shows or hides the column for the platform.

5.8.3.34 `bool Crosstales.TPS.Util.Config.SHOW_COLUMN_PLATFORM_LOGO = Constants.DEFAULT_SHOW_COLUMN_PLATFORM_LOGO` [static]

Shows or hides the column for the platform.

5.8.3.35 `bool Crosstales.TPS.Util.Config.SHOW_COLUMN_TEXTURE = Constants.DEFAULT_SHOW_COLUMN_TEXTURE` [static]

Shows or hides the column for the texture format.

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

Shows or hides the delete button for the cache.

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

Texture format of the Android platform.

5.8.3.38 `bool Crosstales.TPS.Util.Config.TRACER = Constants.DEFAULT_TRACER` [static]

Enable or disable anonymous tracing data.

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

Enable or disable update-checks for the asset.

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

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

5.8.4 Property Documentation

5.8.4.1 `string Crosstales.TPS.Util.Config.ASSET_PATH` [static], [get]

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

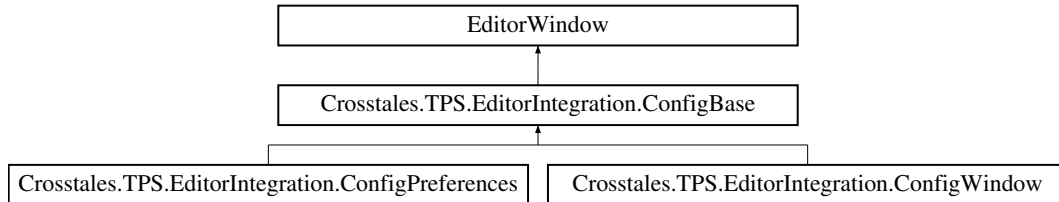
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Util/Config.cs`

5.9 Crosstales.TPS.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.9.1 Detailed Description

Base class for editor windows.

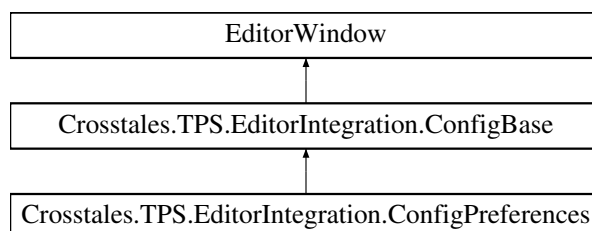
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Integration/ConfigBase.cs`

5.10 Crosstales.TPS.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.10.1 Detailed Description

Unity "Preferences" extension.

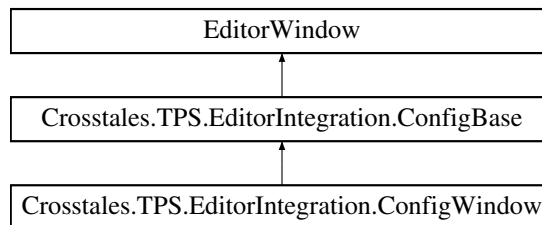
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Integration/ConfigPreferences.cs

5.11 Crosstales.TPS.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Additional Inherited Members

5.11.1 Detailed Description

Editor window extension.

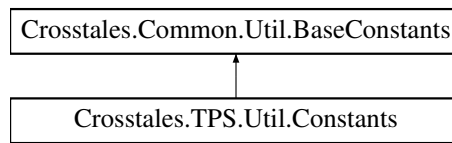
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Integration/ConfigWindow.cs

5.12 Crosstales.TPS.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TPS.Util.Constants:



Public Attributes

- const string **ASSET_NAME** = "Turbo Switch PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "TPS PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2018.4.0"
Version of the asset.
- const int **ASSET_BUILD** = 20181101
Build number of the asset.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011ING←T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_2019_URL** = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011ING←T&pubref=" + ASSET_NAME
URL of the 2019 asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/tps_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "tps@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/tps/TurboSwitch-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://goo.gl/NDTja0"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://goo.gl/d7SjL2"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/tps/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/rb1cqypznEg?list=PLgtonlOr6Tb41XTMeeZ836tj←HIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/J2zh0EjmrjQ?list=PLgtonlOr6Tb41XTMee←Z836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_CUSTOM_PATH_CACHE** = KEY_PREFIX + "CUSTOM_PATH_CACHE"
- const string **KEY_PATH_CACHE** = KEY_PREFIX + "PATH_CACHE"
- const string **KEY_VCS** = KEY_PREFIX + "VCS"
- const string **KEY_BATCHMODE** = KEY_PREFIX + "BATCHMODE"

- const string **KEY_QUIT** = KEY_PREFIX + "QUIT"
- const string **KEY_NO_GRAPHICS** = KEY_PREFIX + "NO_GRAPHICS"
- const string **KEY_EXECUTE_METHOD** = KEY_PREFIX + "EXECUTE_METHOD"
- const string **KEY_COPY_SETTINGS** = KEY_PREFIX + "COPY_SETTINGS"
- const string **KEY_COPY_ASSETS** = KEY_PREFIX + "COPY_ASSETS"
- const string **KEY_CONFIRM_SWITCH** = KEY_PREFIX + "CONFIRM_SWITCH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_REMINDER_CHECK** = KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TRACER** = KEY_PREFIX + "TRACER"
- const string **KEY_PLATFORM_WINDOWS** = KEY_PREFIX + "PLATFORM_WINDOWS"
- const string **KEY_PLATFORM_MAC** = KEY_PREFIX + "PLATFORM_MAC"
- const string **KEY_PLATFORM_LINUX** = KEY_PREFIX + "PLATFORM_LINUX"
- const string **KEY_PLATFORM_ANDROID** = KEY_PREFIX + "PLATFORM_ANDROID"
- const string **KEY_PLATFORM_IOS** = KEY_PREFIX + "PLATFORM_IOS"
- const string **KEY_PLATFORM_WSA** = KEY_PREFIX + "PLATFORM_WSA"
- const string **KEY_PLATFORM_WEBGL** = KEY_PREFIX + "PLATFORM_WEBGL"
- const string **KEY_PLATFORM_TVOS** = KEY_PREFIX + "PLATFORM_TVOS"
- const string **KEY_PLATFORM_TIZEN** = KEY_PREFIX + "PLATFORM_TIZEN"
- const string **KEY_PLATFORM_SAMsungTV** = KEY_PREFIX + "PLATFORM_SAMsungTV"
- const string **KEY_PLATFORM_PS3** = KEY_PREFIX + "PLATFORM_PS3"
- const string **KEY_PLATFORM_PS4** = KEY_PREFIX + "PLATFORM_PS4"
- const string **KEY_PLATFORM_PSP2** = KEY_PREFIX + "PLATFORM_PSP2"
- const string **KEY_PLATFORM_XBOX360** = KEY_PREFIX + "PLATFORM_XBOX360"
- const string **KEY_PLATFORM_XBOXONE** = KEY_PREFIX + "PLATFORM_XBOXONE"
- const string **KEY_PLATFORM_WIIU** = KEY_PREFIX + "PLATFORM_WIIU"
- const string **KEY_PLATFORM_3DS** = KEY_PREFIX + "PLATFORM_3DS"
- const string **KEY_PLATFORM_SWITCH** = KEY_PREFIX + "PLATFORM_SWITCH"
- const string **KEY_ARCH_WINDOWS** = KEY_PREFIX + "ARCH_WINDOWS"
- const string **KEY_ARCH_MAC** = KEY_PREFIX + "ARCH_MAC"
- const string **KEY_ARCH_LINUX** = KEY_PREFIX + "ARCH_LINUX"
- const string **KEY_TEX_ANDROID** = KEY_PREFIX + "TEX_ANDROID"
- const string **KEY_SHOW_COLUMN_PLATFORM** = KEY_PREFIX + "SHOW_COLUMN_PLATFORM"
- const string **KEY_SHOW_COLUMN_ARCHITECTURE** = KEY_PREFIX + "SHOW_COLUMN_ARCHITECTURE"
- const string **KEY_SHOW_COLUMN_TEXTURE** = KEY_PREFIX + "SHOW_COLUMN_TEXTURE"
- const string **KEY_SHOW_COLUMN_CACHE** = KEY_PREFIX + "SHOW_COLUMN_CACHE"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_REMINDER_DATE** = KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_LAUNCH** = KEY_PREFIX + "LAUNCH"
- const string **KEY_TRACER_DATE** = KEY_PREFIX + "TRACER_DATE"
- const string **CACHE_DIRNAME** = "TPS_cache"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboSwitch/"
- const bool **DEFAULT_CUSTOM_PATH_CACHE** = false
- const int **DEFAULT_VCS** = 1
- const bool **DEFAULT_BATCHMODE** = false
- const bool **DEFAULT_QUIT** = true
- const bool **DEFAULT_NO_GRAPHICS** = false
- const bool **DEFAULT_COPY_SETTINGS** = false
- const bool **DEFAULT_COPY_ASSETS** = false
- const bool **DEFAULT_CONFIRM_SWITCH** = true
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_REMINDER_CHECK** = true

- const bool **DEFAULT_TRACER** = true
- const bool **DEFAULT_PLATFORM_WINDOWS** = true
- const bool **DEFAULT_PLATFORM_MAC** = true
- const bool **DEFAULT_PLATFORM_LINUX** = true
- const bool **DEFAULT_PLATFORM_ANDROID** = true
- const bool **DEFAULT_PLATFORM_IOS** = true
- const bool **DEFAULT_PLATFORM_WSA** = true
- const bool **DEFAULT_PLATFORM_WEBGL** = true
- const bool **DEFAULT_PLATFORM_TVOS** = false
- const bool **DEFAULT_PLATFORM_TIZEN** = false
- const bool **DEFAULT_PLATFORM_SAMUNGTV** = false
- const bool **DEFAULT_PLATFORM_PS4** = false
- const bool **DEFAULT_PLATFORM_PSP2** = false
- const bool **DEFAULT_PLATFORM_XBOXONE** = false
- const bool **DEFAULT_PLATFORM_WIIU** = false
- const bool **DEFAULT_PLATFORM_3DS** = false
- const bool **DEFAULT_PLATFORM_SWITCH** = false
- const int **DEFAULT_ARCH_WINDOWS** = 0
- const int **DEFAULT_ARCH_MAC** = 0
- const int **DEFAULT_ARCH_LINUX** = 0
- const int **DEFAULT_TEX_ANDROID** = 0
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM** = true
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM_LOGO** = false
- const bool **DEFAULT_SHOW_COLUMN_ARCHITECTURE** = true
- const bool **DEFAULT_SHOW_COLUMN_TEXTURE** = false
- const bool **DEFAULT_SHOW_COLUMN_CACHE** = true

Static Public Attributes

- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2016, 9, 22)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2018, 11, 1)
Change date of the asset (YYYY, MM, DD).
- static readonly string **DEFAULT_PATH_CACHE** = [Helper.ValidatePath\(APPLICATION_PATH + CACHE_↔DIRNAME\)](#)

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static string **ASSET_ID** [get]
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.12.1 Detailed Description

Collected constants of very general utility for the asset.

5.12.2 Member Data Documentation

5.12.2.1 `const string Crosstales.TPS.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 2019 asset in UAS.

5.12.2.2 `const string Crosstales.TPS.Util.Constants.ASSET_API_URL = "https://goo.gl/NDTja0"`

URL of the asset API.

5.12.2.3 `const int Crosstales.TPS.Util.Constants.ASSET_BUILD = 20181101`

Build number of the asset.

5.12.2.4 `readonly System.DateTime Crosstales.TPS.Util.Constants.ASSET_CHANGED = new System.DateTime(2018, 11, 1)`
`[static]`

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

5.12.2.5 `const string Crosstales.TPS.Util.Constants.ASSET_CONTACT = "tps@crosstales.com"`

Contact to the owner of the asset.

5.12.2.6 `readonly System.DateTime Crosstales.TPS.Util.Constants.ASSET_CREATED = new System.DateTime(2016, 9, 22)`
`[static]`

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

5.12.2.7 `const string Crosstales.TPS.Util.Constants.ASSET_FORUM_URL = "https://goo.gl/d7SjL2"`

URL of the asset forum.

5.12.2.8 `const string Crosstales.TPS.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/tps/TurboSwitch-doc.pdf"`

URL of the asset manual.

5.12.2.9 `const string Crosstales.TPS.Util.Constants.ASSET_NAME = "Turbo Switch PRO"`

Name of the asset.

5.12.2.10 `const string Crosstales.TPS.Util.Constants.ASSET_NAME_SHORT = "TPS PRO"`

Short name of the asset.

5.12.2.11 `const string Crosstales.TPS.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.12.2.12 `const string Crosstales.TPS.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tps_versions.txt"`

URL for update-checks of the asset

5.12.2.13 `const string Crosstales.TPS.Util.Constants.ASSET_VERSION = "2018.4.0"`

Version of the asset.

5.12.2.14 `const string Crosstales.TPS.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/rb1cqypznEg?list=PLgtonlOr6Tb41XTMeeZ836tjHIKg0084S"`

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

5.12.2.15 `const string Crosstales.TPS.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/J2zh0EjmrjQ?list=PLgtonlOr6Tb41XTMeeZ836tjHIKg0084S"`

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

5.12.2.16 `const string Crosstales.TPS.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/tps/"`

URL of the asset in crosstales.

5.12.3 Property Documentation

5.12.3.1 `string Crosstales.TPS.Util.Constants.ASSET_ID [static], [get]`

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.12.3.2 System.Guid Crosstales.TPS.Util.Constants.ASSET_UID [static], [get]

Returns the UID of the asset.

Returns

The UID of the asset.

5.12.3.3 string Crosstales.TPS.Util.Constants.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:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Util/Constants.cs

5.13 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

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

5.13.1 Detailed Description

Wrapper for the PlayerPrefs.

5.13.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

5.13.2.3 `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.

5.13.2.4 `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.

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Saves all modifications.

5.13.2.9 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.

5.13.2.10 `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.

5.13.2.11 `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.

5.13.2.12 `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.

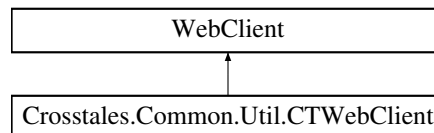
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.14 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.14.1 Detailed Description

Specialized WebClient.

5.14.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

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

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.15 Crosstales.TPS.Task.DisableUnityCacheServer Class Reference

Disables the Unity cache server.

5.15.1 Detailed Description

Disables the Unity cache server.

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

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Task/DisableUnityCacheServer.cs

5.16 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.String↔ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.String↔ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains all given strings.
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array)
Extension method for Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector2[] array)
Extension method for Vector2-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector3[] array)
Extension method for Vector3-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector4[] array)
Extension method for Vector4-Arrays. Dumps an array to a string.
- static string[] [CTToString< T >](#) (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)

- Extension method for Vector2-ICollection. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.ICollection< Vector3 > list)
- Extension method for Vector3-ICollection. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.ICollection< Vector4 > list)
- Extension method for Vector4-ICollection. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.ICollection< T > list)
- Extension method for ICollection. Generates a string list with all entries (via ToString).*
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict)
- Extension method for IDictionary. Dumps a dictionary to a string.*
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)
- Extension method for IDictionary. Adds a dictionary to an existing one.*
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*

5.16.1 Detailed Description

Various extension methods.

5.16.2 Member Function Documentation

- 5.16.2.1 `static void Crosstales.ExtensionMethods.CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection) [static]`

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

Parameters

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

- 5.16.2.2 `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.

5.16.2.3 `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.

5.16.2.4 `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.

5.16.2.5 `static string Crosstales.ExtensionMethods.CTDump (this Vector2[] array)` [static]

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

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.16.2.6 `static string Crosstales.ExtensionMethods.CTDump (this Vector3[] array)` [static]

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

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.16.2.7 static string Crosstales.ExtensionMethods.CTDump (this Vector4[] array) [static]

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

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.16.2.8 static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector2 > list) [static]

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

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.16.2.9 static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector3 > list) [static]

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

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.16.2.10 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector4 > list)`
[static]

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.16.2.11 `static string Crosstales.ExtensionMethods.CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict)` [static]

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
-------------	-------------------------------

Returns

String with lines for all dictionary entries.

5.16.2.12 `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.

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

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

Parameters

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

Returns

String with lines for all list entries.

5.16.2.14 `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.

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

5.16.2.16 `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.

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

Extension method for strings. Reverses a string.

Parameters

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

Returns

Reversed string.

5.16.2.18 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[] array, int seed = 0) [static]`

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.16.2.19 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed = 0) [static]`

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.16.2.20 `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).

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

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

Parameters

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

Returns

String list with all entries (via ToString).

5.16.2.22 `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.

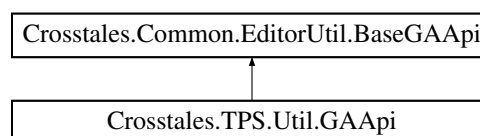
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.17 Crosstales.TPS.Util.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.TPS.Util.GAApi:



Static Public Member Functions

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

Additional Inherited Members

5.17.1 Detailed Description

GA-wrapper API.

5.17.2 Member Function Documentation

5.17.2.1 static void `Crosstales.TPS.Util.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.

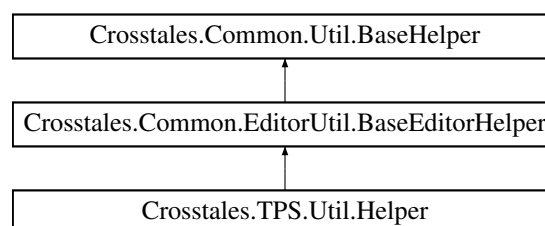
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Util/GAApi.cs

5.18 Crosstales.TPS.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for `Crosstales.TPS.Util.Helper`:



Static Public Member Functions

- static void [SwitchPlatform](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.↔ Generic)
Switches the current platform to the target.
- static BuildTarget [getBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static string [ScanCache](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.↔ Generic)
Scans the cache usage per platform.
- static bool [isCached](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.↔ Generic)
Checks if a platform is already cached.
- static void [DeleteCacheFromTarget](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTexture↔ Subtarget.Generic)
Deletes a cache for a target platform.
- static void [DeleteCache](#) ()
Delete the cache for all platforms.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.

Static Public Attributes

- static bool **isDeleting** = false

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_Refresh** [get]
- static Texture2D **Icon_Delete** [get]
- static Texture2D **Icon_Delete_Big** [get]
- static Texture2D **Icon_Folder** [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_Discord** [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 **Logo_Windows** [get]
- static Texture2D **Logo_Mac** [get]
- static Texture2D **Logo_Linux** [get]
- static Texture2D **Logo_Ios** [get]
- static Texture2D **Logo_Android** [get]
- static Texture2D **Logo_Wsa** [get]
- static Texture2D **Logo_Webgl** [get]
- static Texture2D **Logo_Tvos** [get]
- static Texture2D **Logo_Tizen** [get]
- static Texture2D **Logo_Samsungtv** [get]
- static Texture2D **Logo_Ps4** [get]
- static Texture2D **Logo_Psp** [get]
- static Texture2D **Logo_Xboxone** [get]
- static Texture2D **Logo_Wiiu** [get]
- static Texture2D **Logo_3ds** [get]
- static Texture2D **Logo_Switch** [get]
- static Texture2D **Icon_Cachefull** [get]
- static Texture2D **Icon_Cacheempty** [get]
- static bool **hasActiveArchitecturePlatforms** [get]
 - Checks if the user has selected any architecture platforms.*
- static bool **hasActiveTexturePlatforms** [get]
 - Checks if the user has selected any texture platforms.*
- static bool **hasCache** [get]
 - Checks if a cache for the project exists.*
- static string **CacheInfo** [get]
 - Scans the total cache usage of TPS.*

Additional Inherited Members

5.18.1 Detailed Description

Various helper functions.

5.18.2 Member Function Documentation

5.18.2.1 static void **Crosstales.TPS.Util.Helper.DeleteCache** () [static]

Delete the cache for all platforms.

5.18.2.2 static void **Crosstales.TPS.Util.Helper.DeleteCacheFromTarget** (BuildTarget *target*, MobileTextureSubtarget *subTarget* = MobileTextureSubtarget.Generic) [static]

Deletes a cache for a target platform.

Parameters

<i>target</i>	Platform to delete the cache
<i>subTarget</i>	Texture format (Android, optional)

5.18.2.3 `static string Crosstales.TPS.Util.Helper.getBuildNameFromBuildTarget (BuildTarget build) [static]`

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

5.18.2.4 `static BuildTarget Crosstales.TPS.Util.Helper.getBuildTargetForBuildName (string build) [static]`

Returns the BuildTarget for a build name, like 'win64'.

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

5.18.2.5 `static bool Crosstales.TPS.Util.Helper.isCached (BuildTarget target, MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic) [static]`

Checks if a platform is already cached.

Parameters

<i>target</i>	Platform to check
<i>subTarget</i>	Texture format (Android, optional)

Returns

True if the platform is already cached

5.18.2.6 `static string Crosstales.TPS.Util.Helper.ScanCache (BuildTarget target, MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic) [static]`

Scans the cache usage per platform.

Parameters

<i>target</i>	Target platform for the scan
<i>subTarget</i>	Texture format (Android, optional)

Returns

Cache usage information.

5.18.2.7 `static void Crosstales.TPS.Util.Helper.SeparatorUI (int space = 12) [static]`

Shows a separator-UI.

Parameters

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

5.18.2.8 `static void Crosstales.TPS.Util.Helper.SwitchPlatform (BuildTarget target, MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic) [static]`

Switches the current platform to the target.

Parameters

<i>target</i>	Target platform for the switch
<i>subTarget</i>	Texture format (Android, optional)

5.18.3 Property Documentation

5.18.3.1 `string Crosstales.TPS.Util.Helper.CacheInfo [static],[get]`

Scans the total cache usage of [TPS](#).

Returns

Total cache usage information.

5.18.3.2 `bool Crosstales.TPS.Util.Helper.hasActiveArchitecturePlatforms [static],[get]`

Checks if the user has selected any architecture platforms.

Returns

True if the user has selected any architecture platforms.

5.18.3.3 `bool Crosstales.TPS.Util.Helper.hasActiveTexturePlatforms [static],[get]`

Checks if the user has selected any texture platforms.

Returns

True if the user has selected any texture platforms.

5.18.3.4 bool Crosstales.TPS.Util.Helper.hasCache [static], [get]

Checks if a cache for the project exists.

Returns

True if a cache for the project exists

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

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Util/Helper.cs

5.19 Crosstales.TPS.Task.Launch Class Reference

Show the configuration window on the first launch.

5.19.1 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/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Task/Launch.cs

5.20 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.20.1 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/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ Common/Editor/Task/NYCheck.cs

5.21 Crosstales.TPS.Task.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.21.1 Detailed Description

Reminds the customer to create an UAS review.

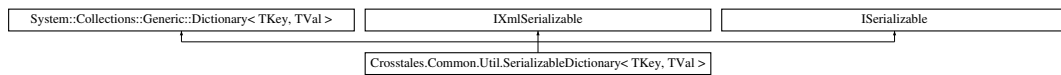
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Task/ReminderCheck.cs

5.22 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)

Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** [get]

5.22.1 Detailed Description

Serializable Dictionary-class for XML.

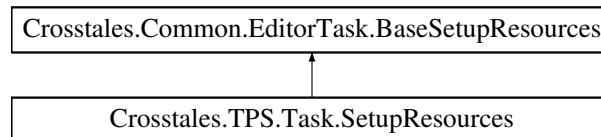
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ Common/Scripts/Util/SerializableDictionary.cs

5.23 Crosstales.TPS.Task.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TPS.Task.SetupResources:



Additional Inherited Members

5.23.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

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

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Task/SetupResources.cs

5.24 Crosstales.TPS.Switcher Class Reference

Platform switcher.

Static Public Member Functions

- static void [SwitchCLI](#) ()
Switches the current platform to the target via CLI.
- static void [Switch](#) (string build, string executeMethod="", bool batchmode=false, bool quit=true, bool no↔ Graphics=false, bool copySettings=false)
Switches the current platform to the target.
- static void [Switch](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.Generic)
Switches the current platform to the target.
- static void [SayHello](#) ()
Test the switch with an execute method.

5.24.1 Detailed Description

Platform switcher.

5.24.2 Member Function Documentation

5.24.2.1 static void Crosstales.TPS.Switcher.SayHello () [static]

Test the switch with an execute method.

5.24.2.2 static void Crosstales.TPS.Switcher.Switch (string build, string executeMethod = "", bool batchmode = false, bool quit = true, bool noGraphics = false, bool copySettings = false) [static]

Switches the current platform to the target.

Parameters

<i>build</i>	Build type name for Unity, like 'win64'
<i>executeMethod</i>	Execute method after switch (optional)
<i>batchmode</i>	Start Unity in batch-mode (default: false, optional)
<i>quit</i>	Quit Unity in batch-mode (default: true, optional)
<i>noGraphics</i>	Disable graphic devices in batch-mode (default: false, optional)
<i>copySettings</i>	Copy the project settings (default: false, optional)

5.24.2.3 `static void Crosstales.TPS.Switcher.Switch (BuildTarget target, MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic) [static]`

Switches the current platform to the target.

Parameters

<i>target</i>	Target platform for the switch
<i>subTarget</i>	Texture format (Android, optional)

5.24.2.4 `static void Crosstales.TPS.Switcher.SwitchCLI () [static]`

Switches the current platform to the target via CLI.

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

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Switcher.cs

5.25 Crosstales.TPS.Task.Tracer Class Reference

Gather some tracing data for the asset.

5.25.1 Detailed Description

Gather some tracing data for the asset.

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

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Task/Tracer.cs

5.26 Crosstales.TPS.Task.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Public Attributes

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

5.26.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/↔ TurboSwitch/Editor/Task/UpdateCheck.cs

5.27 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile](#)< T > (T obj, string filename)
Serialize an object to an XML-file.
- static T [DeserializeFromFile](#)< T > (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string [SerializeToString](#)< T > (T obj)
Serialize an object to an XML-string.
- static T [DeserializeFromString](#)< T > (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromResource](#)< T > (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.27.1 Detailed Description

Helper-class for XML.

5.27.2 Member Function Documentation

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

Deserialize a XML-file to an object.

Parameters

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

Returns

Object

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

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

Parameters

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

Returns

Object

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

Deserialize a XML-string to an object.

Parameters

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

Returns

Object

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

Serialize an object to an XML-file.

Parameters

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

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

Serialize an object to an XML-string.

Parameters

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

Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/TurboSwitch/3rd party/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs ↔

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/tps/>

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<https://goo.gl/d7SjL2>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/tps/TurboSwitch-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Videos

<https://www.youtube.com/c/Crosstales>

6.6.1 Promotion

<https://youtu.be/rb1cqypznEg?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

6.6.2 Tutorial

<https://youtu.be/J2zh0EjmrjQ?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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