

True Random PRO

Leave everything to chance



API

© 2016-2019 **crosstales** LLC
<https://www.crosstales.com>

Date: 15.01.2019
Version: 2019.1.0

Contents

1	Namespace Index	1
1.1	Packages	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	7
3.1	Class List	7
4	Namespace Documentation	11
4.1	Crosstales Namespace Reference	11
4.2	Crosstales.Common Namespace Reference	11
4.3	Crosstales.Common.EditorTask Namespace Reference	11
4.4	Crosstales.Common.EditorUtil Namespace Reference	12
4.5	Crosstales.Common.Model Namespace Reference	12
4.6	Crosstales.Common.Model.Enum Namespace Reference	12
4.6.1	Enumeration Type Documentation	12
4.6.1.1	Platform	12
4.7	Crosstales.Common.Util Namespace Reference	12
4.8	Crosstales.TrueRandom Namespace Reference	13
4.9	Crosstales.TrueRandom.Demo Namespace Reference	13
4.10	Crosstales.TrueRandom.EditorExtension Namespace Reference	14
4.11	Crosstales.TrueRandom.EditorIntegration Namespace Reference	14
4.12	Crosstales.TrueRandom.EditorTask Namespace Reference	14
4.12.1	Enumeration Type Documentation	15
4.12.1.1	UpdateStatus	15
4.13	Crosstales.TrueRandom.EditorUtil Namespace Reference	15
4.14	Crosstales.TrueRandom.Module Namespace Reference	16
4.15	Crosstales.TrueRandom.PlayMaker Namespace Reference	16
4.16	Crosstales.TrueRandom.Util Namespace Reference	16
4.17	Crosstales.UI Namespace Reference	17
4.18	Crosstales.UI.Util Namespace Reference	17
4.19	HutongGames Namespace Reference	17
4.20	HutongGames.PlayMaker Namespace Reference	17
4.21	HutongGames.PlayMaker.Actions Namespace Reference	17

5	Class Documentation	19
5.1	Crosstales.UI.Util.AudioFilterController Class Reference	19
5.1.1	Detailed Description	20
5.1.2	Member Function Documentation	20
5.1.2.1	FindAllAudioFilters()	20
5.1.2.2	ResetAudioFilters()	20
5.1.3	Member Data Documentation	20
5.1.3.1	FindAllAudioFiltersOnStart	20
5.2	Crosstales.UI.Util.AudioSourceController Class Reference	21
5.2.1	Detailed Description	21
5.2.2	Member Function Documentation	22
5.2.2.1	FindAllAudioSources()	22
5.2.2.2	ResetAllAudioSources()	22
5.2.3	Member Data Documentation	22
5.2.3.1	AudioSources	22
5.2.3.2	FindAllAudioSourcesOnStart	22
5.2.3.3	Loop	22
5.2.3.4	Mute	22
5.2.3.5	Pitch	22
5.2.3.6	ResetAudioSourcesOnStart	22
5.2.3.7	StereoPan	22
5.2.3.8	Volume	23
5.3	Crosstales.TrueRandom.EditorTask.AutoInitalize Class Reference	23
5.3.1	Detailed Description	23
5.4	Crosstales.Common.Util.BackgroundController Class Reference	23
5.4.1	Detailed Description	24
5.4.2	Member Data Documentation	24
5.4.2.1	Objects	24
5.5	Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	24
5.5.1	Detailed Description	24

5.6	Crosstales.Common.Util.BaseConstants Class Reference	25
5.6.1	Detailed Description	26
5.6.2	Member Data Documentation	26
5.6.2.1	ASSET_3P_PLAYMAKER	26
5.6.2.2	ASSET_AUTHOR	26
5.6.2.3	ASSET_AUTHOR_URL	26
5.6.2.4	ASSET_CT_URL	26
5.6.2.5	ASSET_SOCIAL_DISCORD	27
5.6.2.6	ASSET_SOCIAL_FACEBOOK	27
5.6.2.7	ASSET_SOCIAL_LINKEDIN	27
5.6.2.8	ASSET_SOCIAL_TWITTER	27
5.6.2.9	ASSET_SOCIAL_XING	27
5.6.2.10	ASSET_SOCIAL_YOUTUBE	27
5.6.2.11	DEV_DEBUG	27
5.6.2.12	FACTOR_GB	27
5.6.2.13	FACTOR_KB	27
5.6.2.14	FACTOR_MB	27
5.6.2.15	FLOAT_32768	28
5.6.2.16	FORMAT_NO_DECIMAL_PLACES	28
5.6.2.17	FORMAT_PERCENT	28
5.6.2.18	FORMAT_TWO_DECIMAL_PLACES	28
5.6.2.19	PATH_DELIMITER_UNIX	28
5.6.2.20	PATH_DELIMITER_WINDOWS	28
5.6.2.21	PROCESS_KILL_TIME	28
5.6.3	Property Documentation	28
5.6.3.1	APPLICATION_PATH	28
5.6.3.2	PREFIX_FILE	28
5.7	Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference	29
5.7.1	Detailed Description	29
5.7.2	Member Function Documentation	29

5.7.2.1	RestartUnity(string executeMethod="*****")	29
5.8	Crosstales.Common.EditorUtil.BaseGAApi Class Reference	29
5.8.1	Detailed Description	30
5.8.2	Member Function Documentation	30
5.8.2.1	Event(string name, string version, string category, string action, string label="*****", int value=0)	30
5.9	Crosstales.Common.Util.BaseHelper Class Reference	31
5.9.1	Detailed Description	33
5.9.2	Member Function Documentation	33
5.9.2.1	ClearLineEndings(string text)	33
5.9.2.2	ClearSpaces(string text)	33
5.9.2.3	ClearTags(string text)	34
5.9.2.4	CreateString(string replaceChars, int stringLength)	34
5.9.2.5	FileCopy(string inputFile, string outputFile, bool move=false)	34
5.9.2.6	FormatBytesToHRF(long bytes)	34
5.9.2.7	FormatSecondsToHourMinSec(double seconds)	35
5.9.2.8	hasActiveClip(AudioSource source)	35
5.9.2.9	HSVToRGB(float h, float s, float v, float a=1f)	35
5.9.2.10	IsValidURL(string url)	35
5.9.2.11	RemoteCertificateValidationCallback(System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	36
5.9.2.12	SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)	36
5.9.2.13	ValidateFile(string path)	36
5.9.2.14	ValidatePath(string path, bool addEndDelimiter=true)	36
5.9.2.15	ValidURLFromFilePath(string path)	37
5.9.3	Property Documentation	37
5.9.3.1	CurrentPlatform	37
5.9.3.2	isAndroidPlatform	37
5.9.3.3	isAppleBasedPlatform	37
5.9.3.4	isEditor	38

5.9.3.5	isEditorMode	38
5.9.3.6	isInternetAvailable	38
5.9.3.7	isIOSPlatform	38
5.9.3.8	isLinuxPlatform	38
5.9.3.9	isMacOSPlatform	38
5.9.3.10	isStandalonePlatform	39
5.9.3.11	isWebGLPlatform	39
5.9.3.12	isWebPlatform	39
5.9.3.13	isWindowsBasedPlatform	39
5.9.3.14	isWindowsPlatform	39
5.9.3.15	isWSAPlatform	40
5.10	Crosstales.TrueRandom.Module.BaseModule Class Reference	40
5.10.1	Property Documentation	41
5.10.1.1	OnErrorInfo	41
5.11	Crosstales.Common.EditorTask.BaseSetupResources Class Reference	41
5.11.1	Detailed Description	41
5.12	HutongGames.PlayMaker.Actions.BaseTRAction Class Reference	42
5.12.1	Detailed Description	42
5.13	Crosstales.TrueRandom.PlayMaker.BaseTREditor Class Reference	42
5.13.1	Detailed Description	42
5.14	Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference	43
5.14.1	Detailed Description	43
5.15	Crosstales.TrueRandom.Util.Config Class Reference	43
5.15.1	Detailed Description	44
5.15.2	Member Function Documentation	44
5.15.2.1	Load()	44
5.15.2.2	Reset()	44
5.15.2.3	Save()	44
5.15.3	Member Data Documentation	44
5.15.3.1	DEBUG	44

5.15.3.2	ENSURE_NAME	44
5.15.3.3	isLoading	44
5.15.3.4	SHOW_QUOTA	44
5.16	Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference	45
5.16.1	Detailed Description	45
5.17	Crosstales.TrueRandom.EditorTask.ConfigLoader Class Reference	45
5.17.1	Detailed Description	45
5.18	Crosstales.TrueRandom.EditorIntegration.ConfigPreferences Class Reference	46
5.18.1	Detailed Description	46
5.19	Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference	46
5.19.1	Detailed Description	47
5.20	Crosstales.TrueRandom.Util.Constants Class Reference	47
5.20.1	Detailed Description	48
5.20.2	Member Data Documentation	48
5.20.2.1	ASSET_2019_URL	48
5.20.2.2	ASSET_API_URL	48
5.20.2.3	ASSET_BUILD	49
5.20.2.4	ASSET_CHANGED	49
5.20.2.5	ASSET_CONTACT	49
5.20.2.6	ASSET_CREATED	49
5.20.2.7	ASSET_FORUM_URL	49
5.20.2.8	ASSET_MANUAL_URL	49
5.20.2.9	ASSET_NAME	49
5.20.2.10	ASSET_NAME_SHORT	49
5.20.2.11	ASSET_PRO_URL	49
5.20.2.12	ASSET_UPDATE_CHECK_URL	50
5.20.2.13	ASSET_VERSION	50
5.20.2.14	ASSET_VIDEO_PROMO	50
5.20.2.15	ASSET_VIDEO_TUTORIAL	50
5.20.2.16	ASSET_WEB_URL	50

5.20.2.17	TRUERANDOM_SCENE_OBJECT_NAME	50
5.21	Crosstales.Common.Util.CTPlayerPrefs Class Reference	50
5.21.1	Detailed Description	51
5.21.2	Member Function Documentation	51
5.21.2.1	DeleteAll()	51
5.21.2.2	DeleteKey(string key)	51
5.21.2.3	GetBool(string key)	52
5.21.2.4	GetFloat(string key)	52
5.21.2.5	GetInt(string key)	52
5.21.2.6	GetString(string key)	52
5.21.2.7	HasKey(string key)	53
5.21.2.8	Save()	53
5.21.2.9	SetBool(string key, bool value)	53
5.21.2.10	SetFloat(string key, float value)	53
5.21.2.11	SetInt(string key, int value)	53
5.21.2.12	SetString(string key, string value)	54
5.22	Crosstales.Common.Util.CTWebClient Class Reference	54
5.22.1	Detailed Description	55
5.22.2	Property Documentation	55
5.22.2.1	ConnectionLimit	55
5.22.2.2	Timeout	55
5.23	Crosstales.TrueRandom.Demo.DiceRoll Class Reference	55
5.23.1	Detailed Description	56
5.24	Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference	56
5.24.1	Detailed Description	57
5.24.2	Member Function Documentation	57
5.24.2.1	Load()	57
5.24.2.2	Reset()	57
5.24.2.3	Save()	57
5.24.3	Member Data Documentation	57

5.24.3.1	HIERARCHY_ICON	57
5.24.3.2	isLoading	57
5.24.3.3	PREFAB_AUTOLOAD	57
5.24.3.4	REMINDER_CHECK	57
5.24.3.5	TRACER	58
5.24.3.6	UPDATE_CHECK	58
5.24.4	Property Documentation	58
5.24.4.1	ASSET_PATH	58
5.24.4.2	PREFAB_PATH	58
5.25	Crosstales.TrueRandom.EditorUtil.EditorConstants Class Reference	58
5.25.1	Detailed Description	59
5.25.2	Member Data Documentation	59
5.25.2.1	PREFAB_SUBPATH	59
5.25.3	Property Documentation	59
5.25.3.1	ASSET_ID	59
5.25.3.2	ASSET_UID	59
5.25.3.3	ASSET_URL	60
5.26	Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference	60
5.26.1	Detailed Description	61
5.26.2	Member Function Documentation	61
5.26.2.1	InstantiatePrefab(string prefabName)	61
5.26.2.2	SeparatorUI(int space=12)	61
5.26.2.3	TRUnavailable()	61
5.26.3	Member Data Documentation	61
5.26.3.1	GO_ID	61
5.26.3.2	MENU_ID	62
5.26.4	Property Documentation	62
5.26.4.1	isTrueRandomInScene	62
5.27	Crosstales.TrueRandom.ExtensionMethods Class Reference	62
5.27.1	Detailed Description	62

5.27.2	Member Function Documentation	62
5.27.2.1	ToColorRGB(this Vector3 rgb, float alpha=1f)	62
5.27.2.2	ToColorRGBA(this Vector4 rgba)	63
5.27.2.3	ToQuaternion(this Vector3 eulerAngle)	63
5.28	Crosstales.ExtensionMethods Class Reference	63
5.28.1	Detailed Description	65
5.28.2	Member Function Documentation	65
5.28.2.1	CTAddRange< K, V >(this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)	65
5.28.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	65
5.28.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	65
5.28.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	66
5.28.2.5	CTDump(this Vector2[] array)	66
5.28.2.6	CTDump(this Vector3[] array)	66
5.28.2.7	CTDump(this Vector4[] array)	66
5.28.2.8	CTDump(this System.Collections.Generic.IList< Vector2 > list)	67
5.28.2.9	CTDump(this System.Collections.Generic.IList< Vector3 > list)	67
5.28.2.10	CTDump(this System.Collections.Generic.IList< Vector4 > list)	67
5.28.2.11	CTDump< K, V >(this System.Collections.Generic.IDictionary< K, V > dict)	68
5.28.2.12	CTDump< T >(this T[] array)	68
5.28.2.13	CTDump< T >(this System.Collections.Generic.IList< T > list)	68
5.28.2.14	CTEquals(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	68
5.28.2.15	CTIsVisibleFrom(this Renderer renderer, Camera camera)	69
5.28.2.16	CTReplace(this string str, string oldString, string newString, System.String↔ Comparison comp=System.StringComparison.OrdinalIgnoreCase)	69
5.28.2.17	CTReverse(this string str)	69
5.28.2.18	CTShuffle< T >(this T[] array, int seed=0)	70
5.28.2.19	CTShuffle< T >(this System.Collections.Generic.IList< T > list, int seed=0)	70
5.28.2.20	CTToString< T >(this T[] array)	70
5.28.2.21	CTToString< T >(this System.Collections.Generic.IList< T > list)	70

5.28.2.22 CTTToTitleCase(this string str)	71
5.29 Crosstales.Common.Util.FFTAnalyzer Class Reference	71
5.29.1 Detailed Description	72
5.29.2 Member Data Documentation	72
5.29.2.1 Channel	72
5.29.2.2 Samples	72
5.30 Crosstales.UI.Util.FPSDisplay Class Reference	72
5.30.1 Detailed Description	72
5.30.2 Member Data Documentation	73
5.30.2.1 FPS	73
5.31 Crosstales.TrueRandom.EditorUtil.GAApi Class Reference	73
5.31.1 Detailed Description	73
5.31.2 Member Function Documentation	73
5.31.2.1 Event(string category, string action, string label="","", int value=0)	73
5.32 HutongGames.PlayMaker.Actions.GenerateFloat Class Reference	74
5.32.1 Detailed Description	74
5.32.2 Member Data Documentation	74
5.32.2.1 Max	74
5.32.2.2 Min	75
5.32.2.3 Number	75
5.32.2.4 Result	75
5.32.2.5 SingleResult	75
5.33 Crosstales.TrueRandom.Demo.GenerateFloat Class Reference	75
5.33.1 Detailed Description	76
5.34 Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference	76
5.34.1 Detailed Description	76
5.35 HutongGames.PlayMaker.Actions.GenerateInteger Class Reference	76
5.35.1 Detailed Description	77
5.35.2 Member Data Documentation	77
5.35.2.1 Max	77

5.35.2.2	Min	77
5.35.2.3	Number	77
5.35.2.4	Result	77
5.35.2.5	SingleResult	77
5.36	Crosstales.TrueRandom.Demo.GenerateInteger Class Reference	78
5.36.1	Detailed Description	78
5.37	Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference	78
5.37.1	Detailed Description	79
5.38	HutongGames.PlayMaker.Actions.GenerateSequence Class Reference	79
5.38.1	Detailed Description	79
5.38.2	Member Data Documentation	80
5.38.2.1	Max	80
5.38.2.2	Min	80
5.38.2.3	Number	80
5.38.2.4	Result	80
5.38.2.5	SingleResult	80
5.39	Crosstales.TrueRandom.Demo.GenerateSequence Class Reference	80
5.39.1	Detailed Description	81
5.40	Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference	81
5.40.1	Detailed Description	81
5.41	HutongGames.PlayMaker.Actions.GenerateString Class Reference	82
5.41.1	Detailed Description	82
5.41.2	Member Data Documentation	82
5.41.2.1	Digits	82
5.41.2.2	Length	83
5.41.2.3	Lower	83
5.41.2.4	Number	83
5.41.2.5	Result	83
5.41.2.6	SingleResult	83
5.41.2.7	Unique	83

5.41.2.8	Upper	83
5.42	Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference	83
5.42.1	Detailed Description	84
5.43	Crosstales.TrueRandom.Demo.GenerateStrings Class Reference	84
5.43.1	Detailed Description	84
5.44	Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference	85
5.44.1	Detailed Description	85
5.45	HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference	85
5.45.1	Detailed Description	86
5.45.2	Member Data Documentation	86
5.45.2.1	Max	86
5.45.2.2	Min	86
5.45.2.3	Number	86
5.45.2.4	Result	86
5.45.2.5	SingleResult	86
5.46	Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference	87
5.46.1	Detailed Description	87
5.47	HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference	87
5.47.1	Detailed Description	88
5.47.2	Member Data Documentation	88
5.47.2.1	Max	88
5.47.2.2	Min	88
5.47.2.3	Number	88
5.47.2.4	Result	88
5.47.2.5	SingleResult	88
5.48	Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference	89
5.48.1	Detailed Description	89
5.49	Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference	89
5.49.1	Detailed Description	90
5.50	Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference	90

5.50.1 Detailed Description	91
5.51 Crosstales.TrueRandom.Demo.GUIMain Class Reference	91
5.51.1 Detailed Description	91
5.52 Crosstales.TrueRandom.Demo.GUIScenes Class Reference	92
5.52.1 Detailed Description	92
5.53 Crosstales.TrueRandom.Util.Helper Class Reference	92
5.53.1 Detailed Description	93
5.53.2 Member Function Documentation	93
5.53.2.1 SaveAsText(string filePath, System.Collections.Generic.List< Vector2 > results)	93
5.53.2.2 SaveAsText(string filePath, System.Collections.Generic.List< Vector3 > results)	93
5.53.2.3 SaveAsText(string filePath, System.Collections.Generic.List< Vector4 > results)	94
5.53.2.4 SaveAsText< T >(string filePath, System.Collections.Generic.List< T > results)	94
5.53.3 Property Documentation	94
5.53.3.1 isSupportedPlatform	94
5.54 Crosstales.TrueRandom.EditorTask.Launch Class Reference	94
5.54.1 Detailed Description	94
5.55 Crosstales.TrueRandom.Demo.Magic8Ball Class Reference	95
5.55.1 Detailed Description	95
5.56 Crosstales.TrueRandom.Module.ModuleFloat Class Reference	95
5.56.1 Detailed Description	96
5.56.2 Member Function Documentation	96
5.56.2.1 Generate(float min, float max, int number=1, bool prng=false, bool silent=false, string id="")	96
5.56.2.2 GeneratePRNG(float min, float max, int number=1, int seed=0)	97
5.56.3 Property Documentation	97
5.56.3.1 OnGenerateFinished	97
5.56.3.2 OnGenerateStart	97
5.56.3.3 Result	97
5.57 Crosstales.TrueRandom.Module.ModuleInteger Class Reference	97
5.57.1 Detailed Description	98
5.57.2 Member Function Documentation	98

5.57.2.1	Generate(int min, int max, int number=1, bool prng=false, bool silent=false, string id="*****")	98
5.57.2.2	GeneratePRNG(int min, int max, int number=1, int seed=0)	99
5.57.3	Property Documentation	99
5.57.3.1	OnGenerateFinished	99
5.57.3.2	OnGenerateStart	99
5.57.3.3	Result	99
5.58	Crosstales.TrueRandom.Module.ModuleQuota Class Reference	99
5.58.1	Detailed Description	100
5.58.2	Member Function Documentation	100
5.58.2.1	GetQuota()	100
5.58.3	Property Documentation	100
5.58.3.1	OnUpdateQuota	100
5.58.3.2	Quota	100
5.59	Crosstales.TrueRandom.Module.ModuleSequence Class Reference	101
5.59.1	Detailed Description	101
5.59.2	Member Function Documentation	101
5.59.2.1	Generate(int min, int max, int number=0, bool prng=false, bool silent=false, string id="*****")	101
5.59.2.2	GeneratePRNG(int min, int max, int number=0, int seed=0)	102
5.59.3	Property Documentation	102
5.59.3.1	OnGenerateFinished	102
5.59.3.2	OnGenerateStart	102
5.59.3.3	Result	102
5.60	Crosstales.TrueRandom.Module.ModuleString Class Reference	103
5.60.1	Detailed Description	103
5.60.2	Member Function Documentation	103
5.60.2.1	Generate(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, bool silent=false, string id="*****")	103
5.60.2.2	GeneratePRNG(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)	104
5.60.3	Property Documentation	104

5.60.3.1	OnGenerateFinished	104
5.60.3.2	OnGenerateStart	104
5.60.3.3	Result	105
5.61	Crosstales.TrueRandom.Module.ModuleVector2 Class Reference	105
5.61.1	Detailed Description	106
5.61.2	Member Function Documentation	106
5.61.2.1	Generate(Vector2 min, Vector2 max, int number=1, bool prng=false, bool silent=false, string id="")	106
5.61.2.2	GeneratePRNG(Vector2 min, Vector2 max, int number=1, int seed=0)	106
5.61.3	Property Documentation	106
5.61.3.1	OnGenerateFinished	106
5.61.3.2	OnGenerateStart	107
5.61.3.3	Result	107
5.62	Crosstales.TrueRandom.Module.ModuleVector3 Class Reference	107
5.62.1	Detailed Description	108
5.62.2	Member Function Documentation	108
5.62.2.1	Generate(Vector3 min, Vector3 max, int number=1, bool prng=false, bool silent=false, string id="")	108
5.62.2.2	GeneratePRNG(Vector3 min, Vector3 max, int number=1, int seed=0)	108
5.62.3	Property Documentation	109
5.62.3.1	OnGenerateFinished	109
5.62.3.2	OnGenerateStart	109
5.62.3.3	Result	109
5.63	Crosstales.TrueRandom.Module.ModuleVector4 Class Reference	109
5.63.1	Detailed Description	110
5.63.2	Member Function Documentation	110
5.63.2.1	Generate(Vector4 min, Vector4 max, int number=1, bool prng=false, bool silent=false, string id="")	110
5.63.2.2	GeneratePRNG(Vector4 min, Vector4 max, int number=1, int seed=0)	110
5.63.3	Property Documentation	111
5.63.3.1	OnGenerateFinished	111
5.63.3.2	OnGenerateStart	111

5.63.3.3	Result	111
5.64	Crosstales.Common.EditorTask.NYCheck Class Reference	111
5.64.1	Detailed Description	112
5.65	Crosstales.Common.EditorTask.OCCheck Class Reference	112
5.65.1	Detailed Description	112
5.66	Crosstales.Common.Util.PlatformController Class Reference	112
5.66.1	Detailed Description	113
5.66.2	Member Data Documentation	113
5.66.2.1	Objects	113
5.66.2.2	Platforms	113
5.67	Crosstales.Common.Util.RandomColor Class Reference	113
5.67.1	Detailed Description	114
5.67.2	Member Data Documentation	114
5.67.2.1	AlphaRange	114
5.67.2.2	ChangeInterval	114
5.67.2.3	HueRange	114
5.67.2.4	Material	114
5.67.2.5	SaturationRange	114
5.67.2.6	UseInterval	115
5.67.2.7	ValueRange	115
5.68	Crosstales.Common.Util.RandomRotator Class Reference	115
5.68.1	Detailed Description	115
5.68.2	Member Data Documentation	116
5.68.2.1	ChangeInterval	116
5.68.2.2	SpeedMax	116
5.68.2.3	SpeedMin	116
5.68.2.4	UseInterval	116
5.69	Crosstales.Common.Util.RandomScaler Class Reference	116
5.69.1	Detailed Description	117
5.69.2	Member Data Documentation	117

5.69.2.1	ChangeInterval	117
5.69.2.2	ScaleMax	117
5.69.2.3	ScaleMin	117
5.69.2.4	Uniform	117
5.69.2.5	UseInterval	117
5.70	Crosstales.TrueRandom.EditorTask.ReminderCheck Class Reference	118
5.70.1	Detailed Description	118
5.71	Crosstales.UI.Util.ScrollRectHandler Class Reference	118
5.71.1	Detailed Description	118
5.72	Crosstales.Common.Util.SerializableDictionary< TKey, TValue > Class Template Reference	119
5.72.1	Detailed Description	119
5.73	Crosstales.Common.Util.SerializeDeSerialize Class Reference	119
5.73.1	Detailed Description	120
5.73.2	Member Function Documentation	120
5.73.2.1	DeserializeFromByteArray< T >(byte[] data)	120
5.73.2.2	DeserializeFromFile< T >(string filename)	120
5.73.2.3	SerializeToByteArray< T >(T obj)	120
5.73.2.4	SerializeToFile< T >(T obj, string filename)	121
5.74	Crosstales.TrueRandom.EditorTask.SetupResources Class Reference	121
5.74.1	Detailed Description	121
5.75	Crosstales.UI.Social Class Reference	122
5.75.1	Detailed Description	122
5.76	Crosstales.Common.Util.SpectrumVisualizer Class Reference	122
5.76.1	Detailed Description	123
5.76.2	Member Data Documentation	123
5.76.2.1	Analyzer	123
5.76.2.2	Gain	123
5.76.2.3	LeftToRight	123
5.76.2.4	VisualPrefab	123
5.76.2.5	Width	123

5.77	Crosstales.UI.StaticManager Class Reference	124
5.77.1	Detailed Description	124
5.77.2	Member Function Documentation	124
5.77.2.1	OpenCrosstales()	124
5.77.2.2	Quit()	124
5.78	Crosstales.Common.Util.SurviveSceneSwitch Class Reference	125
5.78.1	Detailed Description	125
5.78.2	Member Data Documentation	125
5.78.2.1	Survivors	125
5.79	Crosstales.Common.Util.TakeScreenshot Class Reference	125
5.79.1	Detailed Description	126
5.79.2	Member Function Documentation	126
5.79.2.1	Update()	126
5.79.3	Member Data Documentation	126
5.79.3.1	Prefix	126
5.79.3.2	Scale	126
5.80	Crosstales.TrueRandom.EditorTask.Tracer Class Reference	126
5.80.1	Detailed Description	127
5.81	Crosstales.TrueRandom.TRManager Class Reference	127
5.81.1	Detailed Description	130
5.81.2	Member Function Documentation	130
5.81.2.1	CalculateFloat(int number=1)	130
5.81.2.2	CalculateInteger(int max, int number=1)	130
5.81.2.3	CalculateSequence(int min, int max)	131
5.81.2.4	CalculateString(int length, int number=1)	131
5.81.2.5	CalculateVector2(int number=1)	131
5.81.2.6	CalculateVector3(int number=1)	131
5.81.2.7	CalculateVector4(int number=1)	132
5.81.2.8	GenerateFloat(float min, float max, int number=1, string id="")	132
5.81.2.9	GenerateFloatPRNG(float min, float max, int number=1, int seed=0)	132

5.81.2.10	GenerateInteger(int min, int max, int number=1, string id="")	133
5.81.2.11	GenerateIntegerPRNG(int min, int max, int number=1, int seed=0)	133
5.81.2.12	GenerateSequence(int min, int max, int number=0, string id="")	133
5.81.2.13	GenerateSequencePRNG(int min, int max, int number=0, int seed=0)	134
5.81.2.14	GenerateString(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, string id="")	134
5.81.2.15	GenerateStringPRNG(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)	134
5.81.2.16	GenerateVector2(Vector2 min, Vector2 max, int number=1, string id="")	135
5.81.2.17	GenerateVector2PRNG(Vector2 min, Vector2 max, int number=1, int seed=0)	135
5.81.2.18	GenerateVector3(Vector3 min, Vector3 max, int number=1, string id="")	135
5.81.2.19	GenerateVector3PRNG(Vector3 min, Vector3 max, int number=1, int seed=0)	136
5.81.2.20	GenerateVector4(Vector4 min, Vector4 max, int number=1, string id="")	136
5.81.2.21	GenerateVector4PRNG(Vector4 min, Vector4 max, int number=1, int seed=0)	136
5.81.2.22	GetQuota()	136
5.81.2.23	Reset()	137
5.81.3	Member Data Documentation	137
5.81.3.1	DontDestroy	137
5.81.3.2	PRNG	137
5.81.4	Property Documentation	137
5.81.4.1	CurrentFloats	137
5.81.4.2	CurrentIntegers	137
5.81.4.3	CurrentQuota	137
5.81.4.4	CurrentSequence	138
5.81.4.5	CurrentStrings	138
5.81.4.6	CurrentVector2	138
5.81.4.7	CurrentVector3	138
5.81.4.8	CurrentVector4	138
5.81.4.9	isGenerating	139
5.81.4.10	isPRNG	139
5.81.4.11	OnErrorInfo	139

5.81.4.12 OnGenerateFloatFinished	139
5.81.4.13 OnGenerateFloatStart	139
5.81.4.14 OnGenerateIntegerFinished	139
5.81.4.15 OnGenerateIntegerStart	139
5.81.4.16 OnGenerateSequenceFinished	139
5.81.4.17 OnGenerateSequenceStart	140
5.81.4.18 OnGenerateStringFinished	140
5.81.4.19 OnGenerateStringStart	140
5.81.4.20 OnGenerateVector2Finished	140
5.81.4.21 OnGenerateVector2Start	140
5.81.4.22 OnGenerateVector3Finished	140
5.81.4.23 OnGenerateVector3Start	140
5.81.4.24 OnGenerateVector4Finished	140
5.81.4.25 OnGenerateVector4Start	140
5.81.4.26 OnUpdateQuota	141
5.81.4.27 Seed	141
5.82 Crosstales.TrueRandom.EditorExtension.TRManagerEditor Class Reference	141
5.82.1 Detailed Description	141
5.83 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference	142
5.83.1 Detailed Description	142
5.84 Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference	142
5.84.1 Detailed Description	142
5.85 Crosstales.UI.UIDrag Class Reference	142
5.85.1 Detailed Description	143
5.85.2 Member Function Documentation	143
5.85.2.1 BeginDrag()	143
5.85.2.2 Start()	143
5.86 Crosstales.UI.UIFocus Class Reference	143
5.86.1 Detailed Description	144
5.86.2 Member Function Documentation	144

5.86.2.1	Start()	144
5.86.3	Member Data Documentation	144
5.86.3.1	ManagerName	144
5.87	Crosstales.UI.UIHint Class Reference	144
5.87.1	Detailed Description	145
5.87.2	Member Data Documentation	145
5.87.2.1	Delay	145
5.87.2.2	Disable	145
5.87.2.3	FadeAtStart	145
5.87.2.4	FadeTime	145
5.87.2.5	Group	145
5.88	Crosstales.UI.UIResize Class Reference	146
5.88.1	Detailed Description	146
5.88.2	Member Data Documentation	146
5.88.2.1	MaxSize	146
5.88.2.2	MinSize	146
5.89	Crosstales.UI.UIWindowManager Class Reference	147
5.89.1	Detailed Description	147
5.89.2	Member Function Documentation	147
5.89.2.1	Start()	147
5.89.3	Member Data Documentation	147
5.89.3.1	Windows	147
5.90	Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference	148
5.90.1	Detailed Description	148
5.91	Crosstales.UI.WindowManager Class Reference	148
5.91.1	Detailed Description	149
5.91.2	Member Function Documentation	149
5.91.2.1	OpenPanel()	149
5.91.2.2	SwitchPanel()	149
5.91.2.3	Update()	149
5.91.3	Member Data Documentation	149
5.91.3.1	Dependencies	149
5.91.3.2	Speed	149
5.92	Crosstales.Common.Util.XmlHelper Class Reference	149
5.92.1	Detailed Description	150
5.92.2	Member Function Documentation	150
5.92.2.1	DeserializeFromFile< T >(string filename, bool skipBOM=false)	150
5.92.2.2	DeserializeFromResource< T >(string resourceName, bool skipBOM=true)	150
5.92.2.3	DeserializeFromString< T >(string xmlAsString, bool skipBOM=true)	151
5.92.2.4	SerializeToFile< T >(T obj, string filename)	151
5.92.2.5	SerializeToString< T >(T obj)	151

6	More information	153
6.1	Homepage	153
6.2	AssetStore	153
6.3	Forum	153
6.4	Documentation	153
6.5	Discord	153
6.6	Demo	153
6.6.1	WebGL	153
6.7	Videos	154
6.7.1	Promotion	154
6.7.2	Tutorial	154
	Index	155

Chapter 1

Namespace Index

1.1 Packages

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

Crosstales	11
Crosstales.Common	11
Crosstales.Common.EditorTask	11
Crosstales.Common.EditorUtil	12
Crosstales.Common.Model	12
Crosstales.Common.Model.Enum	12
Crosstales.Common.Util	12
Crosstales.TrueRandom	13
Crosstales.TrueRandom.Demo	13
Crosstales.TrueRandom.EditorExtension	14
Crosstales.TrueRandom.EditorIntegration	14
Crosstales.TrueRandom.EditorTask	14
Crosstales.TrueRandom.EditorUtil	15
Crosstales.TrueRandom.Module	16
Crosstales.TrueRandom.PlayMaker	16
Crosstales.TrueRandom.Util	16
Crosstales.UI	17
Crosstales.UI.Util	17
HutongGames	17
HutongGames.PlayMaker	17
HutongGames.PlayMaker.Actions	17

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Crosstales.TrueRandom.EditorTask.AutoInitalize	23
Crosstales.Common.EditorTask.BaseCompileDefines	24
Crosstales.TrueRandom.EditorTask.CompileDefines	43
Crosstales.Common.Util.BaseConstants	25
Crosstales.TrueRandom.Util.Constants	47
Crosstales.Common.EditorUtil.BaseGAApi	29
Crosstales.TrueRandom.EditorUtil.GAApi	73
Crosstales.Common.Util.BaseHelper	31
Crosstales.Common.EditorUtil.BaseEditorHelper	29
Crosstales.TrueRandom.Util.Helper	92
Crosstales.TrueRandom.Module.BaseModule	40
Crosstales.TrueRandom.Module.ModuleFloat	95
Crosstales.TrueRandom.Module.ModuleInteger	97
Crosstales.TrueRandom.Module.ModuleQuota	99
Crosstales.TrueRandom.Module.ModuleSequence	101
Crosstales.TrueRandom.Module.ModuleString	103
Crosstales.TrueRandom.Module.ModuleVector2	105
Crosstales.TrueRandom.Module.ModuleVector3	107
Crosstales.TrueRandom.Module.ModuleVector4	109
Crosstales.Common.EditorTask.BaseSetupResources	41
Crosstales.TrueRandom.EditorTask.SetupResources	121
Crosstales.TrueRandom.Util.Config	43
Crosstales.TrueRandom.EditorTask.ConfigLoader	45
Crosstales.Common.Util.CTPlayerPrefs	50
CustomActionEditor	
Crosstales.TrueRandom.PlayMaker.BaseTREditor	42
Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor	76
Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor	78
Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor	81
Crosstales.TrueRandom.PlayMaker.GenerateStringEditor	83
Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor	87
Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor	89

Dictionary

Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	119
Editor	
Crosstales.TrueRandom.EditorExtension.TRManagerEditor	141
Crosstales.TrueRandom.EditorUtil.EditorConfig	56
Crosstales.TrueRandom.EditorUtil.EditorConstants	58
Crosstales.TrueRandom.EditorUtil.EditorHelper	60
EditorWindow	
Crosstales.TrueRandom.EditorIntegration.ConfigBase	45
Crosstales.TrueRandom.EditorIntegration.ConfigPreferences	46
Crosstales.TrueRandom.EditorIntegration.ConfigWindow	46
Crosstales.TrueRandom.ExtensionMethods	62
Crosstales.ExtensionMethods	63
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseTRAction	42
HutongGames.PlayMaker.Actions.GenerateFloat	74
HutongGames.PlayMaker.Actions.GenerateInteger	76
HutongGames.PlayMaker.Actions.GenerateSequence	79
HutongGames.PlayMaker.Actions.GenerateString	82
HutongGames.PlayMaker.Actions.GenerateVector2	85
HutongGames.PlayMaker.Actions.GenerateVector3	87
IDragHandler	
Crosstales.UI.UIResize	146
IPointerDownHandler	
Crosstales.UI.UIResize	146
ISerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	119
IXmlSerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	119
Crosstales.TrueRandom.EditorTask.Launch	94
MonoBehaviour	
Crosstales.Common.Util.BackgroundController	23
Crosstales.Common.Util.FFTAnalyzer	71
Crosstales.Common.Util.PlatformController	112
Crosstales.Common.Util.RandomColor	113
Crosstales.Common.Util.RandomRotator	115
Crosstales.Common.Util.RandomScaler	116
Crosstales.Common.Util.SpectrumVisualizer	122
Crosstales.Common.Util.SurviveSceneSwitch	125
Crosstales.Common.Util.TakeScreenshot	125
Crosstales.TrueRandom.Demo.DiceRoll	55
Crosstales.TrueRandom.Demo.GenerateFloat	75
Crosstales.TrueRandom.Demo.GenerateInteger	78
Crosstales.TrueRandom.Demo.GenerateSequence	80
Crosstales.TrueRandom.Demo.GenerateStrings	84
Crosstales.TrueRandom.Demo.GenerateVector2	85
Crosstales.TrueRandom.Demo.GenerateVector3	89
Crosstales.TrueRandom.Demo.GenerateVector4	90
Crosstales.TrueRandom.Demo.GUIMain	91
Crosstales.TrueRandom.Demo.GUIScenes	92
Crosstales.TrueRandom.Demo.Magic8Ball	95
Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject	142
Crosstales.TrueRandom.TRManager	127
Crosstales.UI.Social	122
Crosstales.UI.StaticManager	124
Crosstales.UI.UIDrag	142
Crosstales.UI.UIFocus	143
Crosstales.UI.UIHint	144
Crosstales.UI.UIResize	146

Crosstales.UI.UIWindowManager	147
Crosstales.UI.Util.AudioFilterController	19
Crosstales.UI.Util.AudioSourceController	21
Crosstales.UI.Util.FPSDisplay	72
Crosstales.UI.Util.ScrollRectHandler	118
Crosstales.UI.WindowManager	148
Crosstales.Common.EditorTask.NYCheck	111
Crosstales.Common.EditorTask.OCCheck	112
Crosstales.TrueRandom.EditorTask.ReminderCheck	118
Crosstales.Common.Util.SerializableDictionary< string, string >	119
Crosstales.Common.Util.SerializeDeSerialize	119
Crosstales.TrueRandom.EditorTask.Tracer	126
Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu	142
Crosstales.TrueRandom.EditorTask.UpdateCheck	148
WebClient	
Crosstales.Common.Util.CTWebClient	54
Crosstales.Common.Util.XmlHelper	149

Chapter 3

Class Index

3.1 Class List

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

Crosstales.UI.Util.AudioFilterController	
Controller for audio filters.	19
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources.	21
Crosstales.TrueRandom.EditorTask.AutoInitalize	
Automatically adds the necessary TrueRandom-prefabs to the current scene.	23
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background.	23
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding the given define symbols to PlayerSettings define symbols.	24
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset.	25
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions.	29
Crosstales.Common.EditorUtil.BaseGAApi	
Base GA-wrapper API.	29
Crosstales.Common.Util.BaseHelper	
Base for various helper functions.	31
Crosstales.TrueRandom.Module.BaseModule	
	40
Crosstales.Common.EditorTask.BaseSetupResources	
Base for copying all resources to 'Editor Default Resources'.	41
HutongGames.PlayMaker.Actions.BaseTRAction	
Base class for TrueRandom-actions in PlayMaker	42
Crosstales.TrueRandom.PlayMaker.BaseTREditor	
Base-class for custom editors.	42
Crosstales.TrueRandom.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols.	43
Crosstales.TrueRandom.Util.Config	
Configuration for the asset.	43
Crosstales.TrueRandom.EditorIntegration.ConfigBase	
Base class for editor windows.	45
Crosstales.TrueRandom.EditorTask.ConfigLoader	
Loads the configuration at startup.	45
Crosstales.TrueRandom.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension.	46

Crosstales.TrueRandom.EditorIntegration.ConfigWindow	
Editor window extension.	46
Crosstales.TrueRandom.Util.Constants	
Collected constants of very general utility for the asset.	47
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	50
Crosstales.Common.Util.CTWebClient	
Specialized WebClient.	54
Crosstales.TrueRandom.Demo.DiceRoll	
Simulates n random dices with the values 1-6.	55
Crosstales.TrueRandom.EditorUtil.EditorConfig	
Editor Configuration for the asset.	56
Crosstales.TrueRandom.EditorUtil.EditorConstants	
Collected editor constants of very general utility for the asset.	58
Crosstales.TrueRandom.EditorUtil.EditorHelper	
Editor helper class.	60
Crosstales.TrueRandom.ExtensionMethods	
Various extension methods.	62
Crosstales.ExtensionMethods	
Various extension methods.	63
Crosstales.Common.Util.FFTAnalyzer	
FFT analyzer for an audio channel.	71
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter.	72
Crosstales.TrueRandom.EditorUtil.GAApi	
GA-wrapper API.	73
HutongGames.PlayMaker.Actions.GenerateFloat	
Generate-action for floats in PlayMaker	74
Crosstales.TrueRandom.Demo.GenerateFloat	
Generate random floats.	75
Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor	
Custom editor for the GenerateFloat -action.	76
HutongGames.PlayMaker.Actions.GenerateInteger	
Generate-action for integers in PlayMaker	76
Crosstales.TrueRandom.Demo.GenerateInteger	
Generate random integers.	78
Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor	
Custom editor for the GenerateInteger -action.	78
HutongGames.PlayMaker.Actions.GenerateSequence	
Generate-action for sequences in PlayMaker	79
Crosstales.TrueRandom.Demo.GenerateSequence	
Generate a random sequence.	80
Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor	
Custom editor for the GenerateSequence -action.	81
HutongGames.PlayMaker.Actions.GenerateString	
Generate-action for strings in PlayMaker	82
Crosstales.TrueRandom.PlayMaker.GenerateStringEditor	
Custom editor for the GenerateString -action.	83
Crosstales.TrueRandom.Demo.GenerateStrings	
Generate random strings.	84
Crosstales.TrueRandom.Demo.GenerateVector2	
Generate random Vector2.	85
HutongGames.PlayMaker.Actions.GenerateVector2	
Generate-action for Vector2 in PlayMaker	85
Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor	
Custom editor for the GenerateVector2 -action.	87
HutongGames.PlayMaker.Actions.GenerateVector3	
Generate-action for Vector3 in PlayMaker	87

Crosstales.TrueRandom.Demo.GenerateVector3	
Generate random Vector3.	89
Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor	
Custom editor for the GenerateVector3-action.	89
Crosstales.TrueRandom.Demo.GenerateVector4	
Generate random Vector3.	90
Crosstales.TrueRandom.Demo.GUIMain	
Main GUI component for all demo scenes.	91
Crosstales.TrueRandom.Demo.GUIScenes	
Main GUI scene manager for all demo scenes.	92
Crosstales.TrueRandom.Util.Helper	
Various helper functions.	92
Crosstales.TrueRandom.EditorTask.Launch	
Show the configuration window on the first launch.	94
Crosstales.TrueRandom.Demo.Magic8Ball	
Magic 8-Ball simulator.	95
Crosstales.TrueRandom.Module.ModuleFloat	
This module will generate true random floats in configurable intervals.	95
Crosstales.TrueRandom.Module.ModuleInteger	
This module will generate true random integers in configurable intervals.	97
Crosstales.TrueRandom.Module.ModuleQuota	
This module gets the remaining quota on www.random.org.	99
Crosstales.TrueRandom.Module.ModuleSequence	
This module will randomize a given interval of integers, i.e. arrange them in random order.	101
Crosstales.TrueRandom.Module.ModuleString	
This module will generate true random strings of various length and character compositions.	103
Crosstales.TrueRandom.Module.ModuleVector2	
This generator will generate true random Vector2 in configurable intervals.	105
Crosstales.TrueRandom.Module.ModuleVector3	
This generator will generate true random Vector3 in configurable intervals.	107
Crosstales.TrueRandom.Module.ModuleVector4	
This generator will generate true random Vector4 in configurable intervals.	109
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed.	111
Crosstales.Common.EditorTask.OCCheck	
Checks if 'Online Check' is installed.	112
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform.	112
Crosstales.Common.Util.RandomColor	
Random color changer.	113
Crosstales.Common.Util.RandomRotator	
Random rotation changer.	115
Crosstales.Common.Util.RandomScaler	
Random scale changer.	116
Crosstales.TrueRandom.EditorTask.ReminderCheck	
Reminds the customer to create an UAS review.	118
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	118
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	
Serializable Dictionary-class for XML.	119
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files.	119
Crosstales.TrueRandom.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'.	121
Crosstales.UI.Social	
Crosstales social media links.	122
Crosstales.Common.Util.SpectrumVisualizer	
Simple spectrum visualizer.	122

Crosstales.UI.StaticManager	
Static Button Manager.	124
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.	125
Crosstales.Common.Util.TakeScreenshot	
Take screen shots inside an application.	125
Crosstales.TrueRandom.EditorTask.Tracer	
Gather some tracing data for the asset.	126
Crosstales.TrueRandom.TRManager	
The TRManager is the manager for all modules.	127
Crosstales.TrueRandom.EditorExtension.TRManagerEditor	
Custom editor for the ' TRManager '-class.	141
Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject	
Editor component for the "Hierarchy"-menu.	142
Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu	
Editor component for the "Tools"-menu.	142
Crosstales.UI.UIDrag	
Allow to Drag the Windows arround.	142
Crosstales.UI.UIFocus	
Change the Focus on from a Window.	143
Crosstales.UI.UIHint	
Controls a UI group (hint).	144
Crosstales.UI.UIResize	
Resize a UI element.	146
Crosstales.UI.UIWindowManager	
Change the state of all Window panels.	147
Crosstales.TrueRandom.EditorTask.UpdateCheck	
Checks for updates of the asset.	148
Crosstales.UI.WindowManager	
Manager for a Window.	148
Crosstales.Common.Util.XmlHelper	
Helper-class for XML.	149

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.
- class [OCCheck](#)
Checks if 'Online Check' is installed.

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 [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 [FFTAnalyzer](#)

- FFT analyzer for an audio channel.*
- 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 [SerializableDictionary](#)
 - Serializable Dictionary-class for XML.*
- class [SerializeDeSerialize](#)
 - Serialize and deserialize objects to/from binary files.*
- class [SpectrumVisualizer](#)
 - Simple spectrum visualizer.*
- class [SurviveSceneSwitch](#)
 - Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.*
- class [TakeScreenshot](#)
 - Take screen shots inside an application.*
- class [XmlHelper](#)
 - Helper-class for XML.*

4.8 Crosstales.TrueRandom Namespace Reference

Namespaces

Classes

- class [ExtensionMethods](#)
 - Various extension methods.*
- class [TRManager](#)
 - The [TRManager](#) is the manager for all modules.*

4.9 Crosstales.TrueRandom.Demo Namespace Reference

Classes

- class [DiceRoll](#)
 - Simulates n random dices with the values 1-6.*
- class [GenerateFloat](#)
 - Generate random floats.*
- class [GenerateInteger](#)
 - Generate random integers.*
- class [GenerateSequence](#)
 - Generate a random sequence.*
- class [GenerateStrings](#)

- Generate random strings.*
- class [GenerateVector2](#)
Generate random Vector2.
- class [GenerateVector3](#)
Generate random Vector3.
- class [GenerateVector4](#)
Generate random Vector3.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [Magic8Ball](#)
Magic 8-Ball simulator.

4.10 Crosstales.TrueRandom.EditorExtension Namespace Reference

Classes

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

4.11 Crosstales.TrueRandom.EditorIntegration Namespace Reference

Classes

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

4.12 Crosstales.TrueRandom.EditorTask Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the necessary TrueRandom-prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [ConfigLoader](#)
Loads the configuration at startup.

- class [Launch](#)
Show the configuration window on the first launch.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [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.

4.12.1 Enumeration Type Documentation

4.12.1.1 enum Crosstales.TrueRandom.EditorTask.UpdateStatus [strong]

All possible update stati.

4.13 Crosstales.TrueRandom.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.

4.14 Crosstales.TrueRandom.Module Namespace Reference

Classes

- class [BaseModule](#)
- class [ModuleFloat](#)
This module will generate true random floats in configurable intervals.
- class [ModuleInteger](#)
This module will generate true random integers in configurable intervals.
- class [ModuleQuota](#)
This module gets the remaining quota on www.random.org.
- class [ModuleSequence](#)
This module will randomize a given interval of integers, i.e. arrange them in random order.
- class [ModuleString](#)
This module will generate true random strings of various length and character compositions.
- class [ModuleVector2](#)
This generator will generate true random Vector2 in configurable intervals.
- class [ModuleVector3](#)
This generator will generate true random Vector3 in configurable intervals.
- class [ModuleVector4](#)
This generator will generate true random Vector4 in configurable intervals.

4.15 Crosstales.TrueRandom.PlayMaker Namespace Reference

Classes

- class [BaseTREditor](#)
Base-class for custom editors.
- class [GenerateFloatEditor](#)
Custom editor for the GenerateFloat-action.
- class [GenerateIntegerEditor](#)
Custom editor for the GenerateInteger-action.
- class [GenerateSequenceEditor](#)
Custom editor for the GenerateSequence-action.
- class [GenerateStringEditor](#)
Custom editor for the GenerateString-action.
- class [GenerateVector2Editor](#)
Custom editor for the GenerateVector2-action.
- class [GenerateVector3Editor](#)
Custom editor for the GenerateVector3-action.

4.16 Crosstales.TrueRandom.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.

4.17 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.

4.18 Crosstales.UI.Util Namespace Reference

Classes

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

4.19 HutongGames Namespace Reference

Namespaces

4.20 HutongGames.PlayMaker Namespace Reference

Namespaces

4.21 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseTRAction](#)

- Base class for TrueRandom-actions in [PlayMaker](#).*
- class [GenerateFloat](#)
Generate-action for floats in [PlayMaker](#).
 - class [GenerateInteger](#)
Generate-action for integers in [PlayMaker](#).
 - class [GenerateSequence](#)
Generate-action for sequences in [PlayMaker](#).
 - class [GenerateString](#)
Generate-action for strings in [PlayMaker](#).
 - class [GenerateVector2](#)
Generate-action for Vector2 in [PlayMaker](#).
 - class [GenerateVector3](#)
Generate-action for Vector3 in [PlayMaker](#).

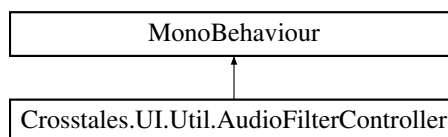
Chapter 5

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](#) ()
Finds all audio filters in the scene.
- void [ResetAudioFilters](#) ()
Resets all audio filters.
- 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 Function Documentation

5.1.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ()

Finds all audio filters in the scene.

5.1.2.2 void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ()

Resets all audio filters.

5.1.3 Member Data Documentation

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

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

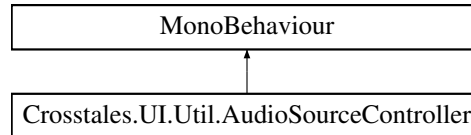
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_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** ()
Finds all audio sources in the scene.
- void **ResetAllAudioSources** ()
Resets all audio sources.
- 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 Function Documentation

5.2.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ()

Finds all audio sources in the scene.

5.2.2.2 void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ()

Resets all audio sources.

5.2.3 Member Data Documentation

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

Active controlled AudioSources.

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

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

5.2.3.3 bool Crosstales.UI.Util.AudioSourceController.Loop = false

Loop on/off (default: false).

5.2.3.4 bool Crosstales.UI.Util.AudioSourceController.Mute = false

Mute on/off (default: false).

5.2.3.5 float Crosstales.UI.Util.AudioSourceController.Pitch = 1f

Pitch of the audio (default: 1).

5.2.3.6 bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true

Resets all active AudioSources (default: true).

5.2.3.7 float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f

Stereo pan of the audio (default: 0).

5.2.3.8 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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs

5.3 Crosstales.TrueRandom.EditorTask.AutoInitalize Class Reference

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

5.3.1 Detailed Description

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

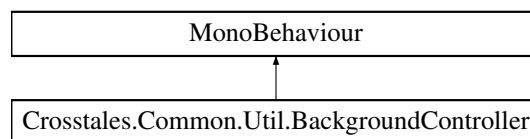
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/AutoInitalize.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 to disable in the background 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 to disable in the background for the controller.

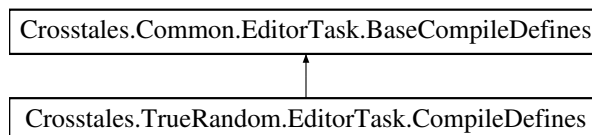
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BackgroundController.cs

5.5 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)

5.5.1 Detailed Description

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

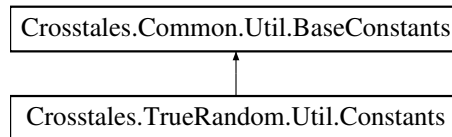
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs

5.6 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



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 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]
URL prefix for files.
- static string `APPLICATION_PATH` [get]
Application path.

5.6.1 Detailed Description

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

5.6.2 Member Data Documentation

5.6.2.1 `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".

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

Author of the asset.

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

URL of the asset author.

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

URL of the crosstales assets in UAS.

```
5.6.2.5 const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"
```

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

5.6.3 Property Documentation

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

Application path.

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

URL prefix for files.

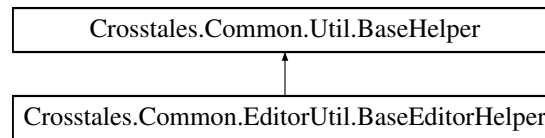
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs`

5.7 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

5.7.1 Detailed Description

Base for various Editor helper functions.

5.7.2 Member Function Documentation

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

Restart Unity.

Parameters

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

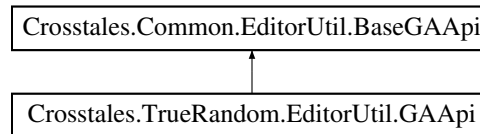
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditorHelper.cs

5.8 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

5.8.1 Detailed Description

Base GA-wrapper API.

5.8.2 Member Function Documentation

5.8.2.1 static void Crosstales.Common.EditorUtil.BaseGAApi.Event (string name, string version, string category, string action, string label = " ", int value = 0) [static]

Tracks an event from the asset.

Parameters

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

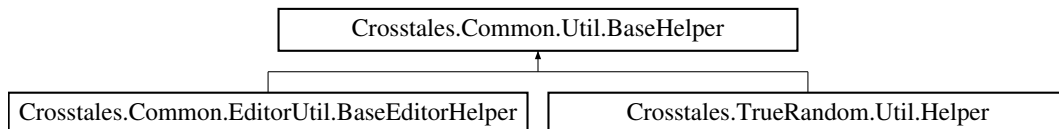
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseGAApi.cs`

5.9 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. <code>http://</code> (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↔ Expressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex↔ Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex↔ Expressions.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.

5.9.1 Detailed Description

Base for various helper functions.

5.9.2 Member Function Documentation

5.9.2.1 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.

5.9.2.2 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.

5.9.2.3 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.

5.9.2.4 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

5.9.2.5 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)

5.9.2.6 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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.9.2.8 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.

5.9.2.9 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.

5.9.2.10 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.

5.9.2.11 `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.

5.9.2.12 `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

5.9.2.13 `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

5.9.2.14 `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

5.9.2.15 `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

5.9.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.9.3.3 `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).

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.9.3.10 `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).

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.9.3.12 `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).

5.9.3.13 `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).

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

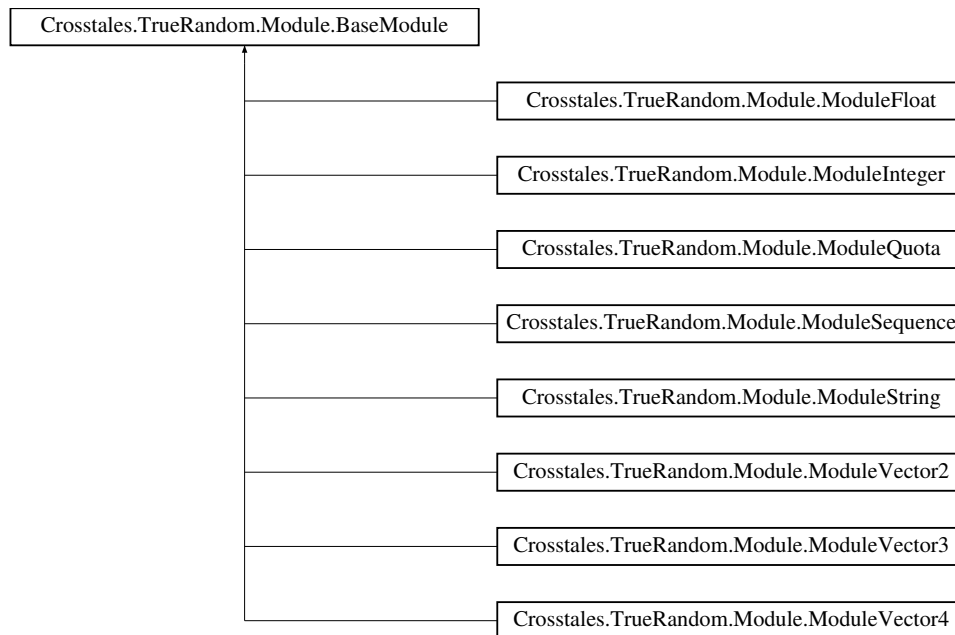
True if the current platform is WSA.

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

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs`

5.10 Crosstales.TrueRandom.Module.BaseModule Class Reference

Inheritance diagram for `Crosstales.TrueRandom.Module.BaseModule`:



Public Member Functions

- delegate void **ErrorInfo** (string error)

Static Protected Member Functions

- static void **onErrorInfo** (string errorInfo)

Protected Attributes

- const int **timeout** = 5

Properties

- static ErrorInfo [OnErrorInfo](#)
Event to get a message when an error occurred.

5.10.1 Property Documentation

5.10.1.1 ErrorInfo Crosstales.TrueRandom.Module.BaseModule.OnErrorInfo [static], [add], [remove]

Event to get a message when an error occurred.

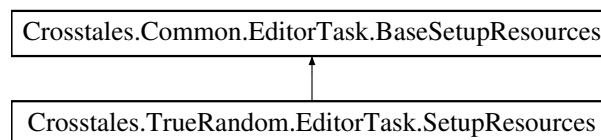
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/BaseModule.cs

5.11 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)

5.11.1 Detailed Description

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

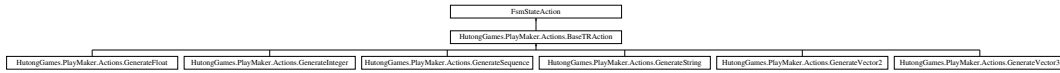
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

5.12 HutongGames.PlayMaker.Actions.BaseTRAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseTRAction:



Public Attributes

- FsmEvent **sendEvent**

5.12.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/BaseTRAction.cs

5.13 Crosstales.TrueRandom.PlayMaker.BaseTREditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.BaseTREditor:



Public Member Functions

- override bool **OnGUI** ()

5.13.1 Detailed Description

Base-class for custom editors.

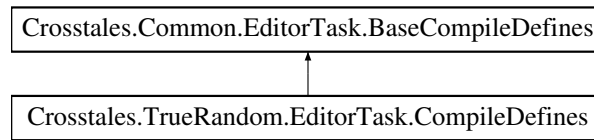
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/BaseTREditor.cs

5.14 Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.CompileDefines:



Additional Inherited Members

5.14.1 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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/CompileDefines.cs`

5.15 Crosstales.TrueRandom.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 [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [SHOW_QUOTA](#) = Constants.DEFAULT_SHOW_QUOTA
Don't destroy the objects during scene switches.
- static bool [ENSURE_NAME](#) = Constants.DEFAULT_ENSURE_NAME
Enable or disable the ensuring the name of the [TrueRandom](#) gameobject.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.15.1 Detailed Description

Configuration for the asset.

5.15.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.15.3 Member Data Documentation

5.15.3.1 `bool Crosstales.TrueRandom.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]`

Enable or disable debug logging for the asset.

5.15.3.2 `bool Crosstales.TrueRandom.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]`

Enable or disable the ensuring the name of the [TrueRandom](#) gameobject.

5.15.3.3 `bool Crosstales.TrueRandom.Util.Config.isLoaded = false [static]`

Is the configuration loaded?

5.15.3.4 `bool Crosstales.TrueRandom.Util.Config.SHOW_QUOTA = Constants.DEFAULT_SHOW_QUOTA [static]`

Don't destroy the objects during scene switches.

Shows the quota inside the editor components.

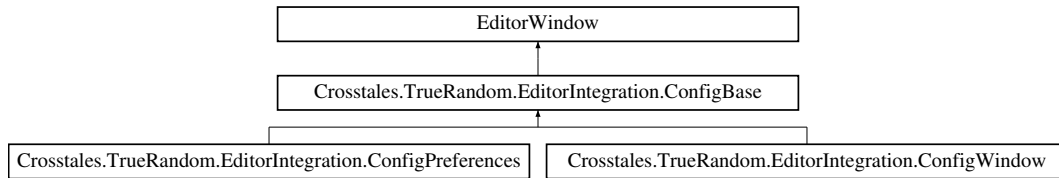
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Config.cs`

5.16 Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.16.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigBase.cs

5.17 Crosstales.TrueRandom.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.17.1 Detailed Description

Loads the configuration at startup.

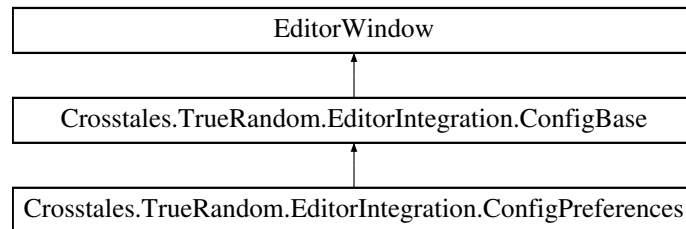
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/ConfigLoader.cs

5.18 Crosstales.TrueRandom.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.18.1 Detailed Description

Unity "Preferences" extension.

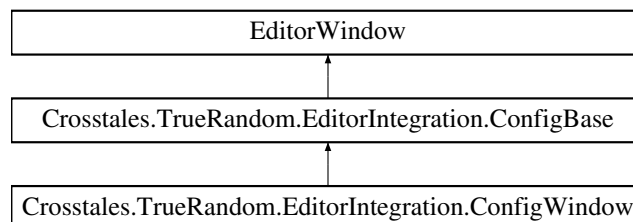
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigPreferences.cs`

5.19 Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TrueRandom.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

5.19.1 Detailed Description

Editor window extension.

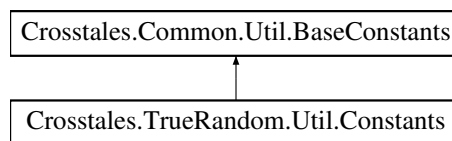
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigWindow.cs`

5.20 Crosstales.TrueRandom.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TrueRandom.Util.Constants:



Public Attributes

- const string **ASSET_NAME** = "True Random PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "TR PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2019.1.0"
Version of the asset.
- const int **ASSET_BUILD** = 20190114
Build number of the asset.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011ING&T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_2019_URL** = "https://www.assetstore.unity3d.com/#!/content/61617?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/truerandom_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "truerandom@crosstales.com"

Contact to the owner of the asset.

- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf"

URL of the asset manual.

- const string **ASSET_API_URL** = "https://goo.gl/u5YaXk"

URL of the asset API.

- const string **ASSET_FORUM_URL** = "https://goo.gl/N9OJ1K"

URL of the asset forum.

- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/truerandom/"

URL of the asset in crosstales.

- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/BsKR3V1EZOU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string **ASSET_VIDEO_TUTORIAL** = "TBD"

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

- const string **KEY_PREFIX** = "TRUERANDOM_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_SHOW_QUOTA** = KEY_PREFIX + "SHOW_QUOTA"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- const bool **DEFAULT_SHOW_QUOTA** = false
- const bool **DEFAULT_ENSURE_NAME** = true
- const string **GENERATOR_URL** = "https://www.random.org/"
- const string **TRUERANDOM_SCENE_OBJECT_NAME** = "TrueRandom"

TR prefab scene name.

Static Public Attributes

- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2016, 12, 5)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2019, 1, 14)
Change date of the asset (YYYY, MM, DD).

Additional Inherited Members

5.20.1 Detailed Description

Collected constants of very general utility for the asset.

5.20.2 Member Data Documentation

- 5.20.2.1 const string **Crosstales.TrueRandom.Util.Constants.ASSET_2019_URL** = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011INGT&pubref=" + **ASSET_NAME**

URL of the 2019 asset in UAS.

- 5.20.2.2 const string **Crosstales.TrueRandom.Util.Constants.ASSET_API_URL** = "https://goo.gl/u5YaXk"

URL of the asset API.

5.20.2.3 `const int Crosstales.TrueRandom.Util.Constants.ASSET_BUILD = 20190114`

Build number of the asset.

5.20.2.4 `readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 1, 14) [static]`

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

5.20.2.5 `const string Crosstales.TrueRandom.Util.Constants.ASSET_CONTACT = "truerandom@crosstales.com"`

Contact to the owner of the asset.

5.20.2.6 `readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CREATED = new System.DateTime(2016, 12, 5) [static]`

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

5.20.2.7 `const string Crosstales.TrueRandom.Util.Constants.ASSET_FORUM_URL = "https://goo.gl/N9OJ1K"`

URL of the asset forum.

5.20.2.8 `const string Crosstales.TrueRandom.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf"`

URL of the asset manual.

5.20.2.9 `const string Crosstales.TrueRandom.Util.Constants.ASSET_NAME = "True Random PRO"`

Name of the asset.

5.20.2.10 `const string Crosstales.TrueRandom.Util.Constants.ASSET_NAME_SHORT = "TR PRO"`

Short name of the asset.

5.20.2.11 `const string Crosstales.TrueRandom.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.20.2.12 `const string Crosstales.TrueRandom.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/truerandom_versions.txt"`

URL for update-checks of the asset

5.20.2.13 `const string Crosstales.TrueRandom.Util.Constants.ASSET_VERSION = "2019.1.0"`

Version of the asset.

5.20.2.14 `const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/BsKR3V1EZOU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.20.2.15 `const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_TUTORIAL = "TBD"`

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

5.20.2.16 `const string Crosstales.TrueRandom.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/truerandom/"`

URL of the asset in crosstales.

5.20.2.17 `const string Crosstales.TrueRandom.Util.Constants.TRUERANDOM_SCENE_OBJECT_NAME = "TrueRandom"`

TR prefab scene name.

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

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Constants.cs`

5.21 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.

5.21.1 Detailed Description

Wrapper for the PlayerPrefs.

5.21.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

5.21.2.3 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.

5.21.2.4 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.

5.21.2.5 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.

5.21.2.6 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.

5.21.2.7 `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.

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

Saves all modifications.

5.21.2.9 `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.

5.21.2.10 `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.

5.21.2.11 `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.

5.21.2.12 `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.

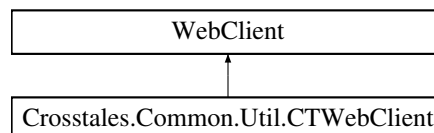
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.22 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

5.22.1 Detailed Description

Specialized WebClient.

5.22.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

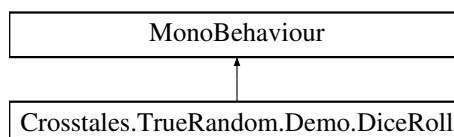
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs`

5.23 Crosstales.TrueRandom.Demo.DiceRoll Class Reference

Simulates n random dices with the values 1-6.

Inheritance diagram for `Crosstales.TrueRandom.Demo.DiceRoll`:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **SimulateRoll** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- Text **Error**
- Text **Quota**

5.23.1 Detailed Description

Simulates n random dices with the values 1-6.

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

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/DiceRoll.cs`

5.24 Crosstales.TrueRandom.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 the all changable variables.
- static void [Save](#) ()
Saves the 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 [TRACER](#) = EditorConstants.DEFAULT_TRACER
Enable or disable anonymous tracing 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
Shows the quota inside the editor components.

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.

5.24.1 Detailed Description

Editor Configuration for the asset.

5.24.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.24.3 Member Data Documentation

5.24.3.1 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_I↔
CON [static]`

Enable or disable the icon in the hierarchy.

5.24.3.2 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.isLoaded = false [static]`

Shows the quota inside the editor components.

Is the configuration loaded?

5.24.3.3 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_A↔
UTOLOAD [static]`

Automatically load and add the prefabs to the scene.

5.24.3.4 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_↔
CHECK [static]`

Enable or disable reminder-checks for the asset.

5.24.3.5 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.TRACER = EditorConstants.DEFAULT_TRACER` [static]

Enable or disable anonymous tracing data.

5.24.3.6 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK` [static]

Enable or disable update-checks for the asset.

5.24.4 Property Documentation

5.24.4.1 `string Crosstales.TrueRandom.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.

5.24.4.2 `string Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_PATH` [static],[get]

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Util/EditorConfig.cs

5.25 Crosstales.TrueRandom.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_TRACER** = Util.Constants.KEY_PREFIX + "TRACER"
- 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_TRACER_DATE** = Util.Constants.KEY_PREFIX + "TRACER_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TrueRandom/"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TRACER** = 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 string `ASSET_ID` [get]
Returns the ID of the asset in UAS.
- static System.Guid `ASSET_UID` [get]
Returns the UID of the asset.

5.25.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.25.2 Member Data Documentation

5.25.2.1 `string Crosstales.TrueRandom.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/"` [static]

Sub-path to the prefabs.

5.25.3 Property Documentation

5.25.3.1 `string Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_ID` [static],[get]

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.25.3.2 `System.Guid Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_UID` [static],[get]

Returns the UID of the asset.

Returns

The UID of the asset.

5.25.3.3 string Crosstales.TrueRandom.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:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Util/EditorConstants.cs

5.26 Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void [TRUnavailable](#) ()
Shows a "True Random unavailable"-UI.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.

Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 12018
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_Generate](#) [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 **Store_PlayMaker** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static bool **isTrueRandomInScene** [get]

Checks if the *"TrueRandom"*-prefab is in the scene.

5.26.1 Detailed Description

Editor helper class.

5.26.2 Member Function Documentation

5.26.2.1 static void Crosstales.TrueRandom.EditorUtil.EditorHelper.InstantiatePrefab (string *prefabName*) [static]

Instantiates a prefab.

Parameters

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

5.26.2.2 static void Crosstales.TrueRandom.EditorUtil.EditorHelper.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).
--------------	---

5.26.2.3 static void Crosstales.TrueRandom.EditorUtil.EditorHelper.TRUnavailable () [static]

Shows a "True Random unavailable"-UI.

5.26.3 Member Data Documentation

5.26.3.1 const int Crosstales.TrueRandom.EditorUtil.EditorHelper.GO_ID = 20

Start index inside the "GameObject"-menu.

5.26.3.2 `const int Crosstales.TrueRandom.EditorUtil.EditorHelper.MENU_ID = 12018`

Start index inside the "Tools"-menu.

5.26.4 Property Documentation

5.26.4.1 `bool Crosstales.TrueRandom.EditorUtil.EditorHelper.isTrueRandomInScene` `[static], [get]`

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

Returns

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

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

- `D:/slaubenger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Util/EditorHelper.cs`

5.27 Crosstales.TrueRandom.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static Quaternion `ToQuaternion` (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Color `ToColorRGB` (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
- static Color `ToColorRGBA` (this Vector4 rgba)
Extension method for Vector4. Convert it to a Color.

5.27.1 Detailed Description

Various extension methods.

5.27.2 Member Function Documentation

5.27.2.1 `static Color Crosstales.TrueRandom.ExtensionMethods.ToColorRGB (this Vector3 rgb, float alpha = 1f)`
`[static]`

Extension method for Vector3. Convert it to a Color.

Parameters

<i>rgb</i>	Vector3-instance to convert (RGB = xyz).
<i>alpha</i>	Alpha-value of the color (default: 1, optional).

Returns

Color from RGB.

5.27.2.2 `static Color Crosstales.TrueRandom.ExtensionMethods.ToColorRGBA (this Vector4 rgba) [static]`

Extension method for Vector4. Convert it to a Color.

Parameters

<i>rgba</i>	Vector4-instance to convert (RGBA = xyzw).
-------------	--

Returns

Color from RGBA.

5.27.2.3 `static Quaternion Crosstales.TrueRandom.ExtensionMethods.ToQuaternion (this Vector3 eulerAngle) [static]`

Extension method for Vector3. Convert it to a Quaternion.

Parameters

<i>eulerAngle</i>	Vector3-instance to convert.
-------------------	------------------------------

Returns

Quaternion from euler angles.

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

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/ExtensionMethods.cs`

5.28 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains all given strings.
- static 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-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict)
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.

5.28.1 Detailed Description

Various extension methods.

5.28.2 Member Function Documentation

5.28.2.1 `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.

5.28.2.2 `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.

5.28.2.3 `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.

5.28.2.4 `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.

5.28.2.5 `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.

5.28.2.6 `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.

5.28.2.7 `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.

5.28.2.8 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.ICollection< Vector2 > list)`
[static]

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

Parameters

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

Returns

String with lines for all list entries.

5.28.2.9 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.ICollection< Vector3 > list)`
[static]

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

Parameters

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

Returns

String with lines for all list entries.

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

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

Parameters

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

Returns

String with lines for all list entries.

5.28.2.11 `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.

5.28.2.12 `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.

5.28.2.13 `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.

5.28.2.14 `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.

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

Returns

True if the renderer is visible by the given camera.

5.28.2.16 `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.

5.28.2.17 `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.

5.28.2.18 `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)

5.28.2.19 `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)

5.28.2.20 `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).

5.28.2.21 `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).

5.28.2.22 `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.

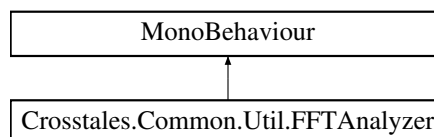
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.29 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int **Channel** = 0
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.29.1 Detailed Description

FFT analyzer for an audio channel.

5.29.2 Member Data Documentation

5.29.2.1 `int Crosstales.Common.Util.FFTAnalyzer.Channel = 0`

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.29.2.2 `float [] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]`

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

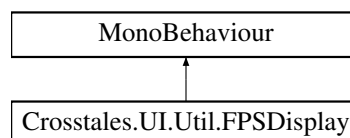
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FFTAnalyzer.cs`

5.30 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**
Text component to display the FPS.

5.30.1 Detailed Description

Simple FPS-Counter.

5.30.2 Member Data Documentation

5.30.2.1 Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

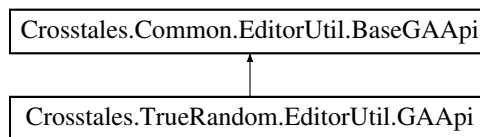
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

5.31 Crosstales.TrueRandom.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.TrueRandom.EditorUtil.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

5.31.1 Detailed Description

GA-wrapper API.

5.31.2 Member Function Documentation

5.31.2.1 static void Crosstales.TrueRandom.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.

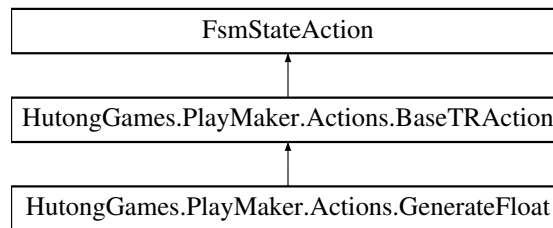
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstaes/TrueRandom/Editor/Util/GAApi.cs

5.32 HutongGames.PlayMaker.Actions.GenerateFloat Class Reference

Generate-action for floats in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateFloat:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmFloat [Min](#)
Smallest possible number.
- FsmFloat [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmFloat[] [Result](#)
Generated random floats (output array).
- FsmFloat [SingleResult](#)
Generated random float (output).

5.32.1 Detailed Description

Generate-action for floats in [PlayMaker](#).

5.32.2 Member Data Documentation

5.32.2.1 FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Max

Biggest possible number.

5.32.2.2 FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Min

Smallest possible number.

5.32.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateFloat.Number = 1

How many numbers you want to generate (default: 1).

5.32.2.4 FsmFloat [] HutongGames.PlayMaker.Actions.GenerateFloat.Result

Generated random floats (output array).

5.32.2.5 FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.SingleResult

Generated random float (output).

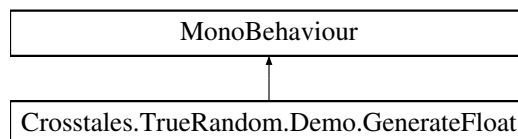
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateFloat.cs

5.33 Crosstales.TrueRandom.Demo.GenerateFloat Class Reference

Generate random floats.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateFloat:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateFloatNumbers** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Min**
- InputField **Max**
- Text **Error**
- Text **Quota**

5.33.1 Detailed Description

Generate random floats.

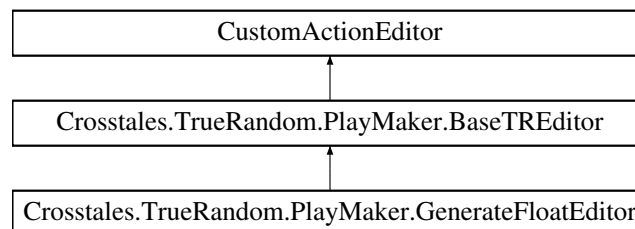
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateFloat.cs

5.34 Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference

Custom editor for the GenerateFloat-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor:



Additional Inherited Members

5.34.1 Detailed Description

Custom editor for the GenerateFloat-action.

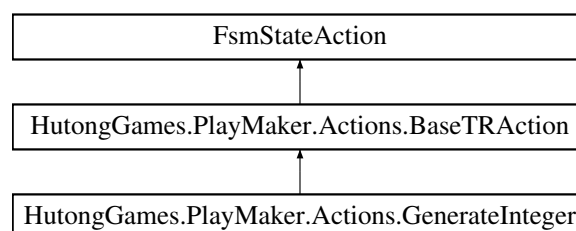
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateFloatEditor.cs

5.35 HutongGames.PlayMaker.Actions.GenerateInteger Class Reference

Generate-action for integers in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateInteger:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmInt **Min**
Smallest possible number.
- FsmInt **Max**
Biggest possible number.
- FsmInt **Number** = 1
How many numbers you want to generate (default: 1).
- FsmInt[] **Result**
Generated random integers (output array).
- FsmInt **SingleResult**
Generated random integer (output).

5.35.1 Detailed Description

Generate-action for integers in [PlayMaker](#).

5.35.2 Member Data Documentation

5.35.2.1 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Max

Biggest possible number.

5.35.2.2 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Min

Smallest possible number.

5.35.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Number = 1

How many numbers you want to generate (default: 1).

5.35.2.4 FsmInt [] HutongGames.PlayMaker.Actions.GenerateInteger.Result

Generated random integers (output array).

5.35.2.5 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.SingleResult

Generated random integer (output).

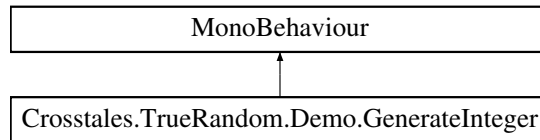
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Scripts/GenerateInteger.cs

5.36 Crosstales.TrueRandom.Demo.GenerateInteger Class Reference

Generate random integers.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateInteger:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateInt** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Min**
- InputField **Max**
- Text **Error**
- Text **Quota**

5.36.1 Detailed Description

Generate random integers.

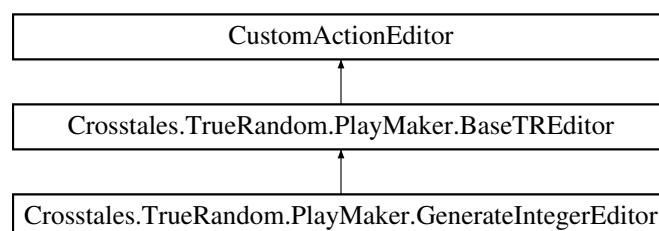
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateInteger.cs](#)

5.37 Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference

Custom editor for the GenerateInteger-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor:



Additional Inherited Members

5.37.1 Detailed Description

Custom editor for the GenerateInteger-action.

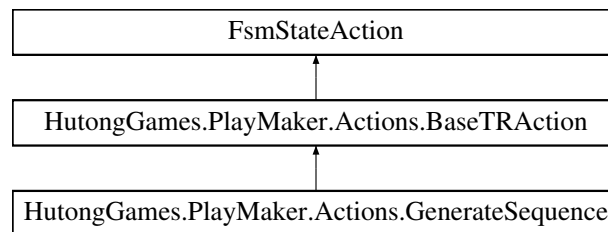
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateIntegerEditor.cs

5.38 HutongGames.PlayMaker.Actions.GenerateSequence Class Reference

Generate-action for sequences in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateSequence:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmInt **Min**
Smallest possible number.
- FsmInt **Max**
Biggest possible number.
- FsmInt **Number** = 0
How many numbers you have in the result (max range: max - min).
- FsmInt[] **Result**
Generated random sequence (output array).
- FsmInt **SingleResult**
Last element of a generated random sequence (output).

5.38.1 Detailed Description

Generate-action for sequences in [PlayMaker](#).

5.38.2 Member Data Documentation

5.38.2.1 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Max

Biggest possible number.

5.38.2.2 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Min

Smallest possible number.

5.38.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Number = 0

How many numbers you have in the result (max range: max - min).

5.38.2.4 FsmInt [] HutongGames.PlayMaker.Actions.GenerateSequence.Result

Generated random sequence (output array).

5.38.2.5 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.SingleResult

Last element of a generated random sequence (output).

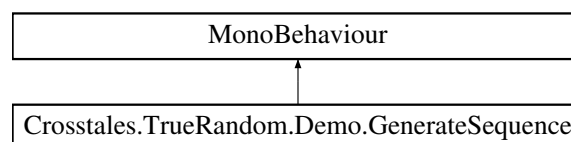
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateSequence.cs

5.39 Crosstales.TrueRandom.Demo.GenerateSequence Class Reference

Generate a random sequence.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateSequence:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateSeq** ()
- void **onError** (string e)

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Min**
- InputField **Max**
- InputField **Number**
- Text **Error**
- Text **Quota**

5.39.1 Detailed Description

Generate a random sequence.

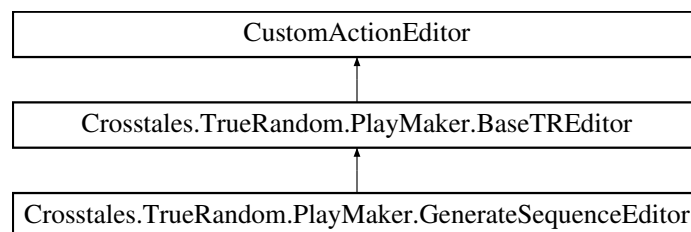
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateSequence.cs

5.40 Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference

Custom editor for the GenerateSequence-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor:



Additional Inherited Members

5.40.1 Detailed Description

Custom editor for the GenerateSequence-action.

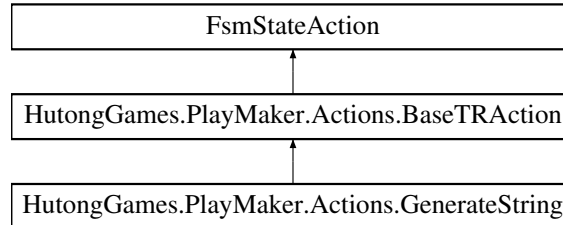
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateSequenceEditor.cs

5.41 HutongGames.PlayMaker.Actions.GenerateString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateString:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmInt **Length**
How long the strings should be.
- FsmInt **Number** = 1
How many numbers you want to generate (default: 1).
- FsmBool **Digits** = true
Allow digits (0-9) (default: true).
- FsmBool **Upper** = true
Allow uppercase (A-Z) letters (default: true).
- FsmBool **Lower** = true
Allow lowercase (a-z) letters (default: true).
- FsmBool **Unique** = false
String should be unique (default: false).
- FsmString[] **Result**
Generated random strings (output array).
- FsmString **SingleResult**
Generated random string (output).

5.41.1 Detailed Description

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

5.41.2 Member Data Documentation

5.41.2.1 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Digits = true

Allow digits (0-9) (default: true).

5.41.2.2 FsmInt HutongGames.PlayMaker.Actions.GenerateString.Length

How long the strings should be.

5.41.2.3 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Lower = true

Allow lowercase (a-z) letters (default: true).

5.41.2.4 FsmInt HutongGames.PlayMaker.Actions.GenerateString.Number = 1

How many numbers you want to generate (default: 1).

5.41.2.5 FsmString [] HutongGames.PlayMaker.Actions.GenerateString.Result

Generated random strings (output array).

5.41.2.6 FsmString HutongGames.PlayMaker.Actions.GenerateString.SingleResult

Generated random string (output).

5.41.2.7 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Unique = false

String should be unique (default: false).

5.41.2.8 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Upper = true

Allow uppercase (A-Z) letters (default: true).

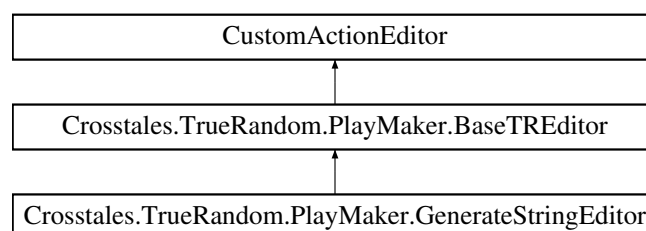
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateString.cs

5.42 Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference

Custom editor for the GenerateString-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateStringEditor:



Additional Inherited Members

5.42.1 Detailed Description

Custom editor for the GenerateString-action.

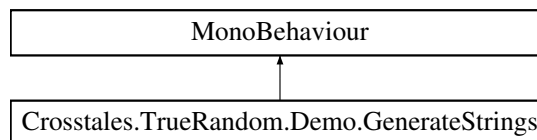
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateStringEditor.cs

5.43 Crosstales.TrueRandom.Demo.GenerateStrings Class Reference

Generate random strings.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateStrings:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateString** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Length**
- Toggle **Digits**
- Toggle **UppercaseLetters**
- Toggle **LowcaseLetters**
- Toggle **Unique**
- Text **Error**
- Text **Quota**

5.43.1 Detailed Description

Generate random strings.

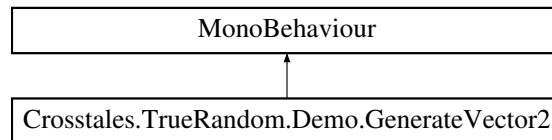
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateStrings.cs

5.44 Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference

Generate random Vector2.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector2:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector2Numbers** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MaxX**
- InputField **MaxY**
- Text **Error**
- Text **Quota**

5.44.1 Detailed Description

Generate random Vector2.

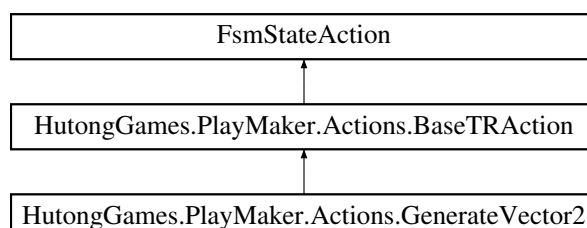
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateVector2.cs

5.45 HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference

Generate-action for Vector2 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector2:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmVector2 **Min**
Smallest possible Vector2.
- FsmVector2 **Max**
Biggest possible Vector2.
- FsmInt **Number** = 1
How many Vector2 you want to generate (default: 1).
- FsmVector2[] **Result**
Generated random Vector2 (output array).
- FsmVector2 **SingleResult**
Generated random Vector2 (output).

5.45.1 Detailed Description

Generate-action for Vector2 in [PlayMaker](#).

5.45.2 Member Data Documentation

5.45.2.1 FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Max

Biggest possible Vector2.

5.45.2.2 FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Min

Smallest possible Vector2.

5.45.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateVector2.Number = 1

How many Vector2 you want to generate (default: 1).

5.45.2.4 FsmVector2 [] HutongGames.PlayMaker.Actions.GenerateVector2.Result

Generated random Vector2 (output array).

5.45.2.5 FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.SingleResult

Generated random Vector2 (output).

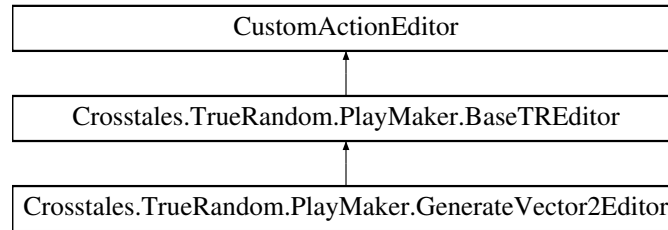
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector2.cs

5.46 Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference

Custom editor for the GenerateVector2-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor:



Additional Inherited Members

5.46.1 Detailed Description

Custom editor for the GenerateVector2-action.

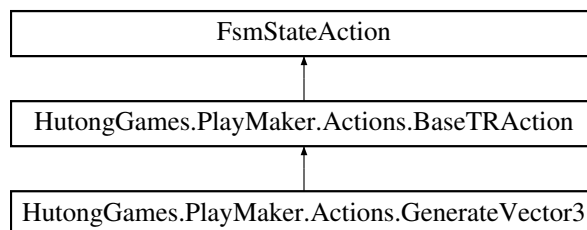
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector2Editor.cs

5.47 HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference

Generate-action for Vector3 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector3:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmVector3 [Min](#)
Smallest possible Vector3.
- FsmVector3 [Max](#)
Biggest possible Vector3.
- FsmInt [Number](#) = 1
How many Vector3 you want to generate (default: 1).
- FsmVector3[] [Result](#)
Generated random Vector3 (output array).
- FsmVector3 [SingleResult](#)
Generated random Vector3 (output).

5.47.1 Detailed Description

Generate-action for Vector3 in [PlayMaker](#).

5.47.2 Member Data Documentation

5.47.2.1 FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Max

Biggest possible Vector3.

5.47.2.2 FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Min

Smallest possible Vector3.

5.47.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateVector3.Number = 1

How many Vector3 you want to generate (default: 1).

5.47.2.4 FsmVector3 [] HutongGames.PlayMaker.Actions.GenerateVector3.Result

Generated random Vector3 (output array).

5.47.2.5 FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.SingleResult

Generated random Vector3 (output).

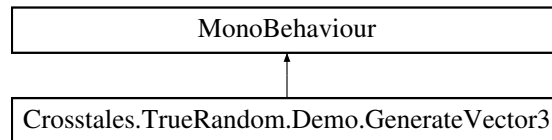
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector3.cs

5.48 Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector3:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector3Numbers** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- Text **Error**
- Text **Quota**

5.48.1 Detailed Description

Generate random Vector3.

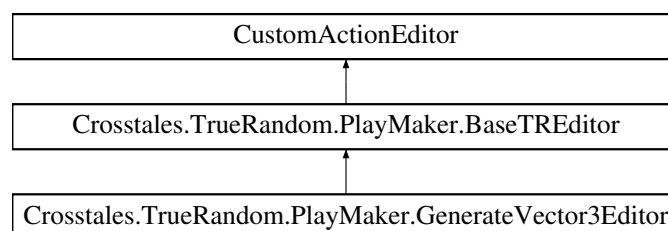
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateVector3.cs`

5.49 Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference

Custom editor for the GenerateVector3-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor:



Additional Inherited Members

5.49.1 Detailed Description

Custom editor for the GenerateVector3-action.

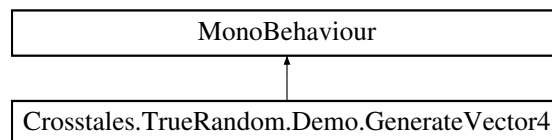
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector3Editor.cs`

5.50 Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector4:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector4Numbers** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MinW**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- InputField **MaxW**
- Text **Error**
- Text **Quota**

5.50.1 Detailed Description

Generate random Vector3.

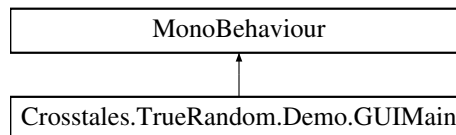
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateVector4.cs`

5.51 Crosstales.TrueRandom.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**

5.51.1 Detailed Description

Main GUI component for all demo scenes.

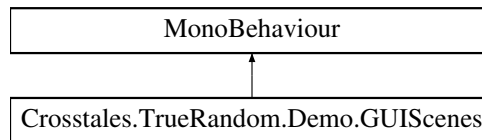
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GUIMain.cs`

5.52 Crosstales.TrueRandom.Demo.GUIscenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIscenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.52.1 Detailed Description

Main GUI scene manager for all demo scenes.

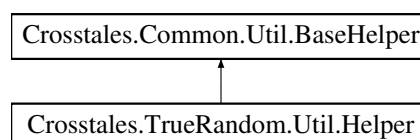
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GUIScenes.cs`

5.53 Crosstales.TrueRandom.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TrueRandom.Util.Helper:



Static Public Member Functions

- static void `SaveAsText< T >` (string filePath, System.Collections.Generic.List< T > results)
Save generated results as text-file.
- static void `SaveAsText` (string filePath, System.Collections.Generic.List< Vector2 > results)
Save generated Vector2 as text-file.
- static void `SaveAsText` (string filePath, System.Collections.Generic.List< Vector3 > results)
Save generated Vector3 as text-file.
- static void `SaveAsText` (string filePath, System.Collections.Generic.List< Vector4 > results)
Save generated Vector4 as text-file.

Properties

- static bool `isSupportedPlatform` [get]
Checks if the current platform is supported.

Additional Inherited Members

5.53.1 Detailed Description

Various helper functions.

5.53.2 Member Function Documentation

5.53.2.1 static void `Crosstales.TrueRandom.Util.Helper.SaveAsText` (string *filePath*, System.Collections.Generic.List< Vector2 > *results*) [static]

Save generated Vector2 as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.53.2.2 static void `Crosstales.TrueRandom.Util.Helper.SaveAsText` (string *filePath*, System.Collections.Generic.List< Vector3 > *results*) [static]

Save generated Vector3 as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.53.2.3 `static void Crosstales.TrueRandom.Util.Helper.SaveAsText (string filePath, System.Collections.Generic.List< Vector4 > results) [static]`

Save generated Vector4 as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.53.2.4 `static void Crosstales.TrueRandom.Util.Helper.SaveAsText< T > (string filePath, System.Collections.Generic.List< T > results) [static]`

Save generated results as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.53.3 Property Documentation

5.53.3.1 `bool Crosstales.TrueRandom.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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Helper.cs`

5.54 Crosstales.TrueRandom.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.54.1 Detailed Description

Show the configuration window on the first launch.

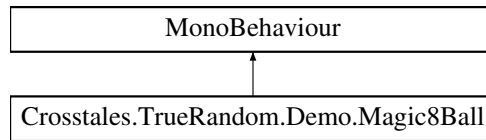
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/Launch.cs`

5.55 Crosstales.TrueRandom.Demo.Magic8Ball Class Reference

Magic 8-Ball simulator.

Inheritance diagram for Crosstales.TrueRandom.Demo.Magic8Ball:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Ask** ()

Public Attributes

- InputField **Question**
- Text **Answer**
- Text **Error**
- Text **Quota**

5.55.1 Detailed Description

Magic 8-Ball simulator.

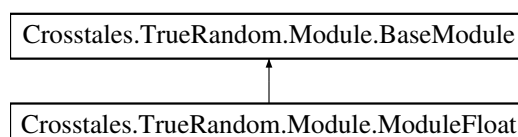
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/Magic8Ball.cs](#)

5.56 Crosstales.TrueRandom.Module.ModuleFloat Class Reference

This module will generate true random floats in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleFloat:



Public Member Functions

- delegate void **GenerateStart** (string id)
- delegate void **GenerateFinished** (System.Collections.Generic.List< float > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (float min, float max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random floats.
- static System.Collections.Generic.List< float > **GeneratePRNG** (float min, float max, int number=1, int seed=0)
Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating floats has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated floats when finished.
- static System.Collections.Generic.List< float > **Result** [get]
Returns the list of floats from the last generation.

Additional Inherited Members

5.56.1 Detailed Description

This module will generate true random floats in configurable intervals.

5.56.2 Member Function Documentation

5.56.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleFloat.Generate (float min, float max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.56.2.2 `static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.GeneratePRNG (float min, float max, int number = 1, int seed = 0) [static]`

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.56.3 Property Documentation

5.56.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated floats when finished.

5.56.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating floats has started.

5.56.3.3 `System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.Result [static], [get]`

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

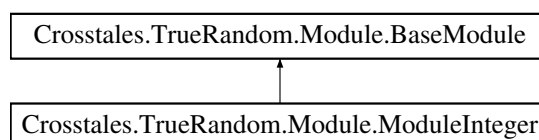
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleFloat.cs`

5.57 Crosstales.TrueRandom.Module.ModuleInteger Class Reference

This module will generate true random integers in configurable intervals.

Inheritance diagram for `Crosstales.TrueRandom.Module.ModuleInteger`:



Public Member Functions

- delegate void **GenerateStart** (string id)
- delegate void **GenerateFinished** (System.Collections.Generic.List< int > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (int min, int max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random integers.
- static System.Collections.Generic.List< int > **GeneratePRNG** (int min, int max, int number=1, int seed=0)
Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating integers has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated integers when finished.
- static System.Collections.Generic.List< int > **Result** [get]
Returns the list of integers from the last generation.

Additional Inherited Members

5.57.1 Detailed Description

This module will generate true random integers in configurable intervals.

5.57.2 Member Function Documentation

5.57.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleInteger.Generate (int min, int max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.57.2.2 `static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.GeneratePRNG (int min, int max, int number = 1, int seed = 0) [static]`

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.57.3 Property Documentation

5.57.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated integers when finished.

5.57.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating integers has started.

5.57.3.3 `System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.Result [static], [get]`

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

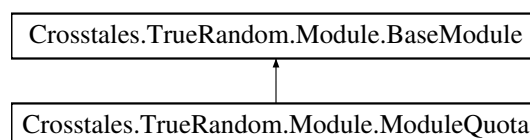
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleInteger.cs

5.58 Crosstales.TrueRandom.Module.ModuleQuota Class Reference

This module gets the remaining quota on www.random.org.

Inheritance diagram for `Crosstales.TrueRandom.Module.ModuleQuota`:



Public Member Functions

- delegate void **UpdateQuota** (int quota)

Static Public Member Functions

- static System.Collections.IEnumerator **GetQuota** ()
Gets the remaining quota in bits from the server.

Properties

- static int **Quota** [get]
Returns the remaining quota in bits from the last check.
- static UpdateQuota **OnUpdateQuota**
Event to get a message with the current quota.

Additional Inherited Members

5.58.1 Detailed Description

This module gets the remaining quota on www.random.org.

5.58.2 Member Function Documentation

5.58.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleQuota.GetQuota () [static]

Gets the remaining quota in bits from the server.

5.58.3 Property Documentation

5.58.3.1 UpdateQuota Crosstales.TrueRandom.Module.ModuleQuota.OnUpdateQuota [static],[add],[remove]

Event to get a message with the current quota.

5.58.3.2 int Crosstales.TrueRandom.Module.ModuleQuota.Quota [static],[get]

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

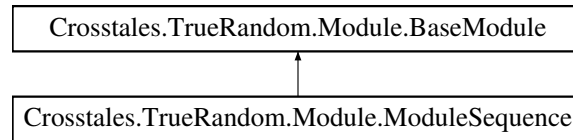
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleQuota.cs

5.59 Crosstales.TrueRandom.Module.ModuleSequence Class Reference

This module will randomize a given interval of integers, i.e. arrange them in random order.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleSequence:



Public Member Functions

- delegate void **GenerateStart** (string id)
- delegate void **GenerateFinished** (System.Collections.Generic.List< int > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (int min, int max, int number=0, bool prng=false, bool silent=false, string id="")
Generates random sequence.
- static System.Collections.Generic.List< int > **GeneratePRNG** (int min, int max, int number=0, int seed=0)
Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating sequence has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated sequence when finished.
- static System.Collections.Generic.List< int > **Result** [get]
Returns the sequence from the last generation.

Additional Inherited Members

5.59.1 Detailed Description

This module will randomize a given interval of integers, i.e. arrange them in random order.

5.59.2 Member Function Documentation

5.59.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleSequence.Generate (int min, int max, int number = 0, bool prng = false, bool silent = false, string id = " ") [static]

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.59.2.2 `static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.GeneratePRNG (int min, int max, int number = 0, int seed = 0) [static]`

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.59.3 Property Documentation

5.59.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated sequence when finished.

5.59.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating sequence has started.

5.59.3.3 `System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.Result [static], [get]`

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

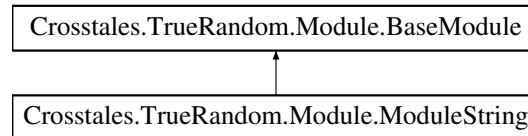
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleSequence.cs

5.60 Crosstales.TrueRandom.Module.ModuleString Class Reference

This module will generate true random strings of various length and character compositions.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleString:



Public Member Functions

- delegate void **GenerateStart** (string id)
- delegate void **GenerateFinished** (System.Collections.Generic.List< string > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, bool silent=false, string id="")
Generates random strings.
- static System.Collections.Generic.List< string > **GeneratePRNG** (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)
Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating strings has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated strings when finished.
- static System.Collections.Generic.List< string > **Result** [get]
Returns the list of strings from the last generation.

Additional Inherited Members

5.60.1 Detailed Description

This module will generate true random strings of various length and character compositions.

5.60.2 Member Function Documentation

- 5.60.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleString.Generate (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false, bool prng = false, bool silent = false, string id = " ") [static]

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase letters (default: true, optional)
<i>lower</i>	Allow lowercase letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.60.2.2 `static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.GeneratePRNG (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false, int seed = 0) [static]`

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.60.3 Property Documentation

5.60.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleString.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated strings when finished.

5.60.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleString.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating strings has started.

5.60.3.3 `System.Collections.Generic.List<string>` `Crosstales.TrueRandom.Module.ModuleString.Result` `[static]`,
`[get]`

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

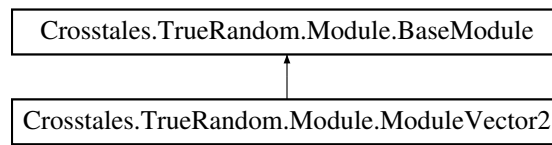
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleString.cs`

5.61 Crosstales.TrueRandom.Module.ModuleVector2 Class Reference

This generator will generate true random Vector2 in configurable intervals.

Inheritance diagram for `Crosstales.TrueRandom.Module.ModuleVector2`:



Public Member Functions

- delegate void **GenerateStart** (string id)
- delegate void **GenerateFinished** (System.Collections.Generic.List< Vector2 > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (Vector2 min, Vector2 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector2.
- static System.Collections.Generic.List< Vector2 > **GeneratePRNG** (Vector2 min, Vector2 max, int number=1, int seed=0)
Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating Vector2 has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated Vector2 when finished.
- static System.Collections.Generic.List< Vector2 > **Result** `[get]`
Returns the list of Vector2 from the last generation.

Additional Inherited Members

5.61.1 Detailed Description

This generator will generate true random Vector2 in configurable intervals.

5.61.2 Member Function Documentation

5.61.2.1 `static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector2.Generate (Vector2 min, Vector2 max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]`

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.61.2.2 `static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.GeneratePRNG (Vector2 min, Vector2 max, int number = 1, int seed = 0) [static]`

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.61.3 Property Documentation

5.61.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated Vector2 when finished.

5.61.3.2 **GenerateStart** Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateStart [static], [add], [remove]

Event to get a message when generating Vector2 has started.

5.61.3.3 **System.Collections.Generic.List<Vector2>** Crosstales.TrueRandom.Module.ModuleVector2.Result [static], [get]

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

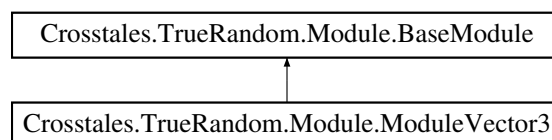
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector2.cs

5.62 Crosstales.TrueRandom.Module.ModuleVector3 Class Reference

This generator will generate true random Vector3 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector3:



Public Member Functions

- delegate void **GenerateStart** (string id)
- delegate void **GenerateFinished** (System.Collections.Generic.List< Vector3 > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (Vector3 min, Vector3 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector3.
- static System.Collections.Generic.List< Vector3 > **GeneratePRNG** (Vector3 min, Vector3 max, int number=1, int seed=0)
Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart [OnGenerateStart](#)
Event to get a message when generating Vector3 has started.
- static GenerateFinished [OnGenerateFinished](#)
Event to get a message with the generated Vector3 when finished.
- static System.Collections.Generic.List< Vector3 > [Result](#) [get]
Returns the list of Vector3 from the last generation.

Additional Inherited Members

5.62.1 Detailed Description

This generator will generate true random Vector3 in configurable intervals.

5.62.2 Member Function Documentation

5.62.2.1 `static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector3.Generate (Vector3 min, Vector3 max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]`

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.62.2.2 `static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.GeneratePRNG (Vector3 min, Vector3 max, int number = 1, int seed = 0) [static]`

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.62.3 Property Documentation**5.62.3.1 GenerateFinished** Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateFinished [static], [add], [remove]

Event to get a message with the generated Vector3 when finished.

5.62.3.2 GenerateStart Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateStart [static], [add], [remove]

Event to get a message when generating Vector3 has started.

5.62.3.3 System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.Result [static], [get]

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

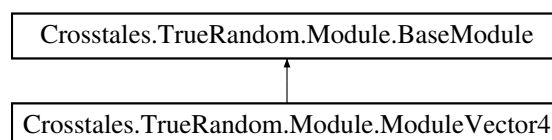
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector3.cs

5.63 Crosstales.TrueRandom.Module.ModuleVector4 Class Reference

This generator will generate true random Vector4 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector4:

**Public Member Functions**

- delegate void **GenerateStart** (string id)
- delegate void **GenerateFinished** (System.Collections.Generic.List< Vector4 > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (Vector4 min, Vector4 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector4.
- static System.Collections.Generic.List< Vector4 > [GeneratePRNG](#) (Vector4 min, Vector4 max, int number=1, int seed=0)
Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart [OnGenerateStart](#)
Event to get a message when generating Vector4 has started.
- static GenerateFinished [OnGenerateFinished](#)
Event to get a message with the generated Vector4 when finished.
- static System.Collections.Generic.List< Vector4 > [Result](#) [get]
Returns the list of Vector4 from the last generation.

Additional Inherited Members

5.63.1 Detailed Description

This generator will generate true random Vector4 in configurable intervals.

5.63.2 Member Function Documentation

5.63.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector4.Generate (Vector4 min, Vector4 max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.63.2.2 static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.GeneratePRNG (Vector4 min, Vector4 max, int number = 1, int seed = 0) [static]

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.63.3 Property Documentation

5.63.3.1 GenerateFinished `Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateFinished` `[static], [add], [remove]`

Event to get a message with the generated Vector4 when finished.

5.63.3.2 GenerateStart `Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateStart` `[static], [add], [remove]`

Event to get a message when generating Vector4 has started.

5.63.3.3 System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.Result `[static], [get]`

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

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

- `D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector4.cs`

5.64 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.64.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/NYCheck.cs

5.65 Crosstales.Common.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

5.65.1 Detailed Description

Checks if 'Online Check' is installed.

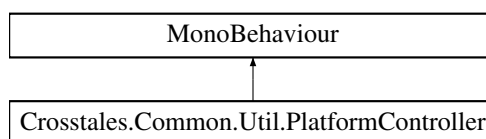
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/OCCheck.cs

5.66 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< [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**

5.66.1 Detailed Description

Enables or disable game objects for a given platform.

5.66.2 Member Data Documentation

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

Selected objects for the controller.

5.66.2.2 `System.Collections.Generic.List<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).

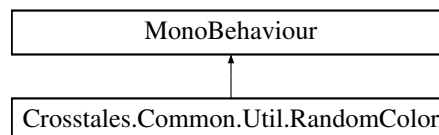
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs`

5.67 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

- bool **UseInterval** = true
Use intervals to change the color (default: true).
- Vector2 **ChangeInterval** = new Vector2(5, 10)
summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 **HueRange** = new Vector2(0f, 1f)
summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **SaturationRange** = new Vector2(1f, 1f)
summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **ValueRange** = new Vector2(1f, 1f)
summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **AlphaRange** = new Vector2(1f, 1f)
summary>Use gray scale colors (default: false).
- bool **GrayScale** = false
- Material **Material**
Modify the color of a material instead of the Renderer (default: not set, optional).
- bool **RandomColorAtStart** = false

5.67.1 Detailed Description

Random color changer.

5.67.2 Member Data Documentation

5.67.2.1 Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)

summary>Use gray scale colors (default: false).

5.67.2.2 Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.67.2.3 Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.67.2.4 Material Crosstales.Common.Util.RandomColor.Material

Modify the color of a material instead of the Renderer (default: not set, optional).

summary>Set the object to a random color at Start (default: false).

5.67.2.5 Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.67.2.6 bool Crosstales.Common.Util.RandomColor.UseInterval = true

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.67.2.7 Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

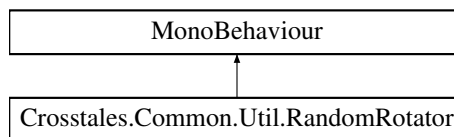
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.68 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

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.68.1 Detailed Description

Random rotation changer.

5.68.2 Member Data Documentation

5.68.2.1 Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.68.2.2 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)

summary>Set the object to a random rotation at Start (default: false).

5.68.2.3 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.68.2.4 bool Crosstales.Common.Util.RandomRotator.UseInterval = true

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

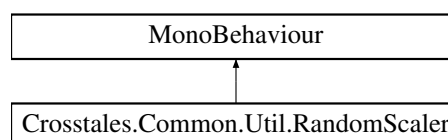
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.69 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

- bool **UseInterval** = true
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true
summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.69.1 Detailed Description

Random scale changer.

5.69.2 Member Data Documentation

5.69.2.1 Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)

summary>Minimum scale per axis (default: 0.1 for all axis).

5.69.2.2 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.69.2.3 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

summary>Maximum scale per axis (default: 0.1 for all axis).

5.69.2.4 bool Crosstales.Common.Util.RandomScaler.Uniform = true

summary>Set the object to a random scale at Start (default: false).

5.69.2.5 bool Crosstales.Common.Util.RandomScaler.UseInterval = true

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

5.70 Crosstales.TrueRandom.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.70.1 Detailed Description

Reminds the customer to create an UAS review.

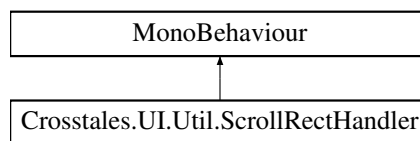
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/ReminderCheck.cs

5.71 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**

5.71.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

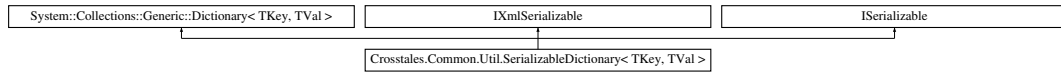
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.72 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]

5.72.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

5.73 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a byte-array.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a byte-array.
- static T [DeserializeFromFile< T >](#) (string filename)
Deserialize a binary-file to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a byte-array to an object.

5.73.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.73.2 Member Function Documentation

5.73.2.1 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (byte[] data) [static]

Deserialize a byte-array to an object.

Parameters

<i>filename</i>	Byte-array of the object
-----------------	--------------------------

Returns

Object

5.73.2.2 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (string filename) [static]

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.73.2.3 static byte[] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (T obj) [static]

Serialize an object to a byte-array.

Parameters

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

Returns

Byte-array of the object

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

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

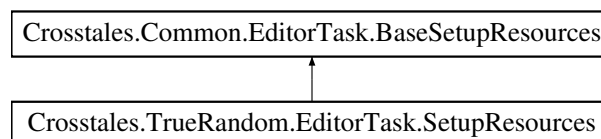
The documentation for this class was generated from the following file:

- `D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializeDeSerialize.cs`

5.74 Crosstales.TrueRandom.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for `Crosstales.TrueRandom.EditorTask.SetupResources`:



Additional Inherited Members

5.74.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

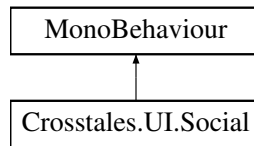
The documentation for this class was generated from the following file:

- `D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/SetupResources.cs`

5.75 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** ()
- void **Discord** ()

5.75.1 Detailed Description

[Crosstales](#) social media links.

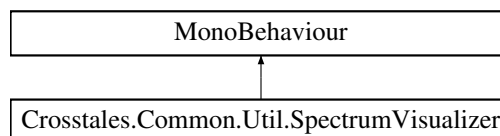
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs`

5.76 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



Public Member Functions

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

Public Attributes

- [FFTAnalyzer Analyzer](#)
FFT-analyzer with the spectrum data.
- [GameObject VisualPrefab](#)
summary>Width per prefab.
- float [Width](#) = 0.075f
summary>Gain-power for the frequency.
- float [Gain](#) = 70f
summary>Frequency band from left-to-right (default: true).
- bool [LeftToRight](#) = true
summary>Opacity of the material of the prefab (default: 1).
- float [Opacity](#) = 1f

5.76.1 Detailed Description

Simple spectrum visualizer.

5.76.2 Member Data Documentation

5.76.2.1 [FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer](#)

FFT-analyzer with the spectrum data.

*summary>*Prefab for the frequency representation.

5.76.2.2 [float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f](#)

*summary>*Frequency band from left-to-right (default: true).

5.76.2.3 [bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true](#)

*summary>*Opacity of the material of the prefab (default: 1).

5.76.2.4 [GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab](#)

*summary>*Width per prefab.

5.76.2.5 [float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f](#)

*summary>*Gain-power for the frequency.

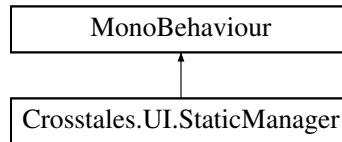
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SpectrumVisualizer.cs`

5.77 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void [Quit](#) ()
Quit the application (stop playing inside the Editor).
- void [OpenCrosstales](#) ()
summary> Open the Unity AssetStore homepage.
- void **OpenAssetstore** ()

5.77.1 Detailed Description

Static Button Manager.

5.77.2 Member Function Documentation

5.77.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ()

summary> Open the Unity AssetStore homepage.

5.77.2.2 void Crosstales.UI.StaticManager.Quit ()

Quit the application (stop playing inside the Editor).

summary> Open the crosstales homepage.

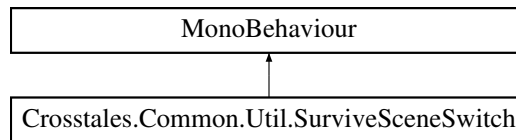
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/↔ Common/UI/Scripts/StaticManager.cs

5.78 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

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

Public Attributes

- GameObject[] **Survivors**
Objects which have to survive a scene switch.

5.78.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.78.2 Member Data Documentation

5.78.2.1 GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors

Objects which have to survive a scene switch.

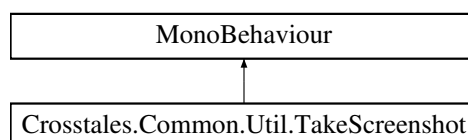
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/SurviveSceneSwitch.cs

5.79 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void **Update** ()
summary> Capture the screen.
- void **Capture** ()

Public Attributes

- string **Prefix** = "CT_Screenshot"
Prefix for the generate file names.
- int **Scale** = 1
summary> Key-press to capture the screen (default: F8).
- KeyCode **KeyCode** = KeyCode.F8

5.79.1 Detailed Description

Take screen shots inside an application.

5.79.2 Member Function Documentation

5.79.2.1 void Crosstales.Common.Util.TakeScreenshot.Update ()

summary> Capture the screen.

5.79.3 Member Data Documentation

5.79.3.1 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"

Prefix for the generate file names.

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

5.79.3.2 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

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

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs

5.80 Crosstales.TrueRandom.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

5.80.1 Detailed Description

Gather some tracing data for the asset.

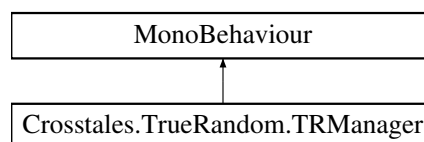
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/Tracer.cs`

5.81 Crosstales.TrueRandom.TRManager Class Reference

The [TRManager](#) is the manager for all modules.

Inheritance diagram for `Crosstales.TrueRandom.TRManager`:



Public Member Functions

- delegate void **GenerateIntegerStart** (string id)
- delegate void **GenerateIntegerFinished** (System.Collections.Generic.List< int > result, string id)
- delegate void **GenerateFloatStart** (string id)
- delegate void **GenerateFloatFinished** (System.Collections.Generic.List< float > result, string id)
- delegate void **GenerateSequenceStart** (string id)
- delegate void **GenerateSequenceFinished** (System.Collections.Generic.List< int > result, string id)
- delegate void **GenerateStringStart** (string id)
- delegate void **GenerateStringFinished** (System.Collections.Generic.List< string > result, string id)
- delegate void **GenerateVector2Start** (string id)
- delegate void **GenerateVector2Finished** (System.Collections.Generic.List< Vector2 > result, string id)
- delegate void **GenerateVector3Start** (string id)
- delegate void **GenerateVector3Finished** (System.Collections.Generic.List< Vector3 > result, string id)
- delegate void **GenerateVector4Start** (string id)
- delegate void **GenerateVector4Finished** (System.Collections.Generic.List< Vector4 > result, string id)
- delegate void **ErrorInfo** (string error)
- delegate void **UpdateQuota** (int quota)
- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnApplicationQuit** ()

Static Public Member Functions

- static void [Reset](#) ()
Resets this object.
- static int [CalculateFloat](#) (int number=1)
Calculates needed bits (from the quota) for generating random floats.
- static int [CalculateInteger](#) (int max, int number=1)
Calculates needed bits (from the quota) for generating random integers.
- static int [CalculateSequence](#) (int min, int max)
Calculates needed bits (from the quota) for generating a random sequence.
- static int [CalculateString](#) (int length, int number=1)
Calculates needed bits (from the quota) for generating random strings.
- static int [CalculateVector2](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector2.
- static int [CalculateVector3](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector3.
- static int [CalculateVector4](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector4.
- static void [GenerateInteger](#) (int min, int max, int number=1, string id="")
Generates random integers.
- static void [GenerateFloat](#) (float min, float max, int number=1, string id="")
Generates random floats.
- static void [GenerateSequence](#) (int min, int max, int number=0, string id="")
Generates random sequence.
- static void [GenerateString](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, string id="")
Generates random strings.
- static void [GenerateVector2](#) (Vector2 min, Vector2 max, int number=1, string id="")
Generates random Vector2.
- static void [GenerateVector3](#) (Vector3 min, Vector3 max, int number=1, string id="")
Generates random Vector3.
- static void [GenerateVector4](#) (Vector4 min, Vector4 max, int number=1, string id="")
Generates random Vector4.
- static void [GetQuota](#) ()
Gets the remaining quota in bits from the server.
- static System.Collections.Generic.List< int > [GenerateIntegerPRNG](#) (int min, int max, int number=1, int seed=0)
Generates random integers with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< float > [GenerateFloatPRNG](#) (float min, float max, int number=1, int seed=0)
Generates random floats with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< int > [GenerateSequencePRNG](#) (int min, int max, int number=0, int seed=0)
Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< string > [GenerateStringPRNG](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)
Generates random strings with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector2 > [GenerateVector2PRNG](#) (Vector2 min, Vector2 max, int number=1, int seed=0)
Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector3 > [GenerateVector3PRNG](#) (Vector3 min, Vector3 max, int number=1, int seed=0)

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

- static System.Collections.Generic.List< Vector4 > [GenerateVector4PRNG](#) (Vector4 min, Vector4 max, int number=1, int seed=0)

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Public Attributes

- bool [PRNG](#) = false
Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode (default: false).
- bool [DontDestroy](#) = true
Don't destroy gameobject during scene switches (default: true).

Properties

- static GenerateIntegerStart [OnGenerateIntegerStart](#)
Event to get a message when generating integers has started.
- static GenerateIntegerFinished [OnGenerateIntegerFinished](#)
Event to get a message with the generated integers when finished.
- static GenerateFloatStart [OnGenerateFloatStart](#)
Event to get a message when generating floats has started.
- static GenerateFloatFinished [OnGenerateFloatFinished](#)
Event to get a message with the generated floats when finished.
- static GenerateSequenceStart [OnGenerateSequenceStart](#)
Event to get a message when generating sequence has started.
- static GenerateSequenceFinished [OnGenerateSequenceFinished](#)
Event to get a message with the generated sequence when finished.
- static GenerateStringStart [OnGenerateStringStart](#)
Event to get a message when generating strings has started.
- static GenerateStringFinished [OnGenerateStringFinished](#)
Event to get a message with the generated strings when finished.
- static GenerateVector2Start [OnGenerateVector2Start](#)
Event to get a message when generating Vector2 has started.
- static GenerateVector2Finished [OnGenerateVector2Finished](#)
Event to get a message with the generated Vector2 when finished.
- static GenerateVector3Start [OnGenerateVector3Start](#)
Event to get a message when generating Vector3 has started.
- static GenerateVector3Finished [OnGenerateVector3Finished](#)
Event to get a message with the generated Vector3 when finished.
- static GenerateVector4Start [OnGenerateVector4Start](#)
Event to get a message when generating Vector4 has started.
- static GenerateVector4Finished [OnGenerateVector4Finished](#)
Event to get a message with the generated Vector4 when finished.
- static ErrorInfo [OnErrorInfo](#)
Event to get a message when an error occurred.
- static UpdateQuota [OnUpdateQuota](#)
Event to get a message with the current quota.
- static bool [isPRNG](#) [get, set]
Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.
- static int [CurrentQuota](#) [get]

- Returns the remaining quota in bits from the last check.*

 - static System.Collections.Generic.List< int > [CurrentIntegers](#) [get]

Returns the list of integers from the last generation.
- static System.Collections.Generic.List< float > [CurrentFloats](#) [get]

Returns the list of floats from the last generation.
- static System.Collections.Generic.List< int > [CurrentSequence](#) [get]

Returns the sequence from the last generation.
- static System.Collections.Generic.List< string > [CurrentStrings](#) [get]

Returns the list of strings from the last generation.
- static System.Collections.Generic.List< Vector2 > [CurrentVector2](#) [get]

Returns the list of Vector2 from the last generation.
- static System.Collections.Generic.List< Vector3 > [CurrentVector3](#) [get]

Returns the list of Vector3 from the last generation.
- static System.Collections.Generic.List< Vector4 > [CurrentVector4](#) [get]

Returns the list of Vector4 from the last generation.
- static bool [isGenerating](#) [get]

Checks if True Random is generating numbers on this system.
- static int [Seed](#) [get]

Returns a seed for the PRNG.

5.81.1 Detailed Description

The [TRManager](#) is the manager for all modules.

5.81.2 Member Function Documentation

5.81.2.1 static int Crosstales.TrueRandom.TRManager.CalculateFloat (int *number* = 1) [static]

Calculates needed bits (from the quota) for generating random floats.

Parameters

<i>number</i>	How many numbers (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the floats.

5.81.2.2 static int Crosstales.TrueRandom.TRManager.CalculateInteger (int *max*, int *number* = 1) [static]

Calculates needed bits (from the quota) for generating random integers.

Parameters

<i>max</i>	Biggest allowed number
<i>number</i>	How many numbers (default: 1, optional)

Returns

Needed bits for genarting the integers.

5.81.2.3 `static int Crosstales.TrueRandom.TRManager.CalculateSequence (int min, int max) [static]`

Calculates needed bits (from the quota) for generating a random sequence.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval

Returns

Needed bits for genarting the sequence.

5.81.2.4 `static int Crosstales.TrueRandom.TRManager.CalculateString (int length, int number = 1) [static]`

Calculates needed bits (from the quota) for generating random strings.

Parameters

<i>length</i>	Length of the strings
<i>number</i>	How many strings (default: 1, optional)

Returns

Needed bits for genarting the strings.

5.81.2.5 `static int Crosstales.TrueRandom.TRManager.CalculateVector2 (int number = 1) [static]`

Calculates needed bits (from the quota) for generating random Vector2.

Parameters

<i>number</i>	How many Vector2 (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the Vector2.

5.81.2.6 `static int Crosstales.TrueRandom.TRManager.CalculateVector3 (int number = 1) [static]`

Calculates needed bits (from the quota) for generating random Vector3.

Parameters

<i>number</i>	How many Vector3 (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the Vector3.

5.81.2.7 static int Crosstales.TrueRandom.TRManager.CalculateVector4 (int *number* = 1) [static]

Calculates needed bits (from the quota) for generating random Vector4.

Parameters

<i>number</i>	How many Vector4 (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the Vector4.

5.81.2.8 static void Crosstales.TrueRandom.TRManager.GenerateFloat (float *min*, float *max*, int *number* = 1, string *id* = " ") [static]

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.81.2.9 static System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.GenerateFloatPRNG (float *min*, float *max*, int *number* = 1, int *seed* = 0) [static]

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.81.2.10 `static void Crosstales.TrueRandom.TRManager.GenerateInteger (int min, int max, int number = 1, string id = " ") [static]`

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.81.2.11 `static System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateIntegerPRNG (int min, int max, int number = 1, int seed = 0) [static]`

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.81.2.12 `static void Crosstales.TrueRandom.TRManager.GenerateSequence (int min, int max, int number = 0, string id = " ") [static]`

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>id</i>	id to identify the generated result (optional)

5.81.2.13 `static System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateSequencePRNG (int min, int max, int number = 0, int seed = 0) [static]`

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.81.2.14 `static void Crosstales.TrueRandom.TRManager.GenerateString (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false, string id = " ") [static]`

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique in the result (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.81.2.15 `static System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.GenerateStringPRNG (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false, int seed = 0) [static]`

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.81.2.16 `static void Crosstales.TrueRandom.TRManager.GenerateVector2 (Vector2 min, Vector2 max, int number = 1, string id = " ") [static]`

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.81.2.17 `static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.GenerateVector2PRNG (Vector2 min, Vector2 max, int number = 1, int seed = 0) [static]`

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.81.2.18 `static void Crosstales.TrueRandom.TRManager.GenerateVector3 (Vector3 min, Vector3 max, int number = 1, string id = " ") [static]`

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.81.2.19 `static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.GenerateVector3PRNG (Vector3 min, Vector3 max, int number = 1, int seed = 0) [static]`

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.81.2.20 `static void Crosstales.TrueRandom.TRManager.GenerateVector4 (Vector4 min, Vector4 max, int number = 1, string id = "") [static]`

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.81.2.21 `static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.GenerateVector4PRNG (Vector4 min, Vector4 max, int number = 1, int seed = 0) [static]`

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.81.2.22 `static void Crosstales.TrueRandom.TRManager.GetQuota () [static]`

Gets the remaining quota in bits from the server.

5.81.2.23 `static void Crosstales.TrueRandom.TRManager.Reset () [static]`

Resets this object.

5.81.3 Member Data Documentation

5.81.3.1 `bool Crosstales.TrueRandom.TRManager.DontDestroy = true`

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

5.81.3.2 `bool Crosstales.TrueRandom.TRManager.PRNG = false`

Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode (default: false).

5.81.4 Property Documentation

5.81.4.1 `System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.CurrentFloats [static], [get]`

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.81.4.2 `System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentIntegers [static], [get]`

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.81.4.3 `int Crosstales.TrueRandom.TRManager.CurrentQuota [static], [get]`

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.81.4.4 `System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentSequence` [static],
[get]

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.81.4.5 `System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.CurrentStrings` [static],
[get]

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.81.4.6 `System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.CurrentVector2` [static],
[get]

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.81.4.7 `System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.CurrentVector3` [static],
[get]

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.81.4.8 `System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.CurrentVector4` [static],
[get]

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

5.81.4.9 `bool Crosstales.TrueRandom.TRManager.isGenerating` `[static], [get]`

Checks if True Random is generating numbers on this system.

Returns

True if True Random is generating numbers on this system.

5.81.4.10 `bool Crosstales.TrueRandom.TRManager.isPRNG` `[static], [get], [set]`

Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.

5.81.4.11 `ErrorInfo Crosstales.TrueRandom.TRManager.OnErrorInfo` `[static], [add], [remove]`

Event to get a message when an error occurred.

5.81.4.12 `GenerateFloatFinished Crosstales.TrueRandom.TRManager.OnGenerateFloatFinished` `[static], [add], [remove]`

Event to get a message with the generated floats when finished.

5.81.4.13 `GenerateFloatStart Crosstales.TrueRandom.TRManager.OnGenerateFloatStart` `[static], [add], [remove]`

Event to get a message when generating floats has started.

5.81.4.14 `GenerateIntegerFinished Crosstales.TrueRandom.TRManager.OnGenerateIntegerFinished` `[static], [add], [remove]`

Event to get a message with the generated integers when finished.

5.81.4.15 `GenerateIntegerStart Crosstales.TrueRandom.TRManager.OnGenerateIntegerStart` `[static], [add], [remove]`

Event to get a message when generating integers has started.

5.81.4.16 `GenerateSequenceFinished Crosstales.TrueRandom.TRManager.OnGenerateSequenceFinished` `[static], [add], [remove]`

Event to get a message with the generated sequence when finished.

5.81.4.17 GenerateSequenceStart Crosstales.TrueRandom.TRManager.OnGenerateSequenceStart [static], [add], [remove]

Event to get a message when generating sequence has started.

5.81.4.18 GenerateStringFinished Crosstales.TrueRandom.TRManager.OnGenerateStringFinished [static], [add], [remove]

Event to get a message with the generated strings when finished.

5.81.4.19 GenerateStringStart Crosstales.TrueRandom.TRManager.OnGenerateStringStart [static], [add], [remove]

Event to get a message when generating strings has started.

5.81.4.20 GenerateVector2Finished Crosstales.TrueRandom.TRManager.OnGenerateVector2Finished [static], [add], [remove]

Event to get a message with the generated Vector2 when finished.

5.81.4.21 GenerateVector2Start Crosstales.TrueRandom.TRManager.OnGenerateVector2Start [static], [add], [remove]

Event to get a message when generating Vector2 has started.

5.81.4.22 GenerateVector3Finished Crosstales.TrueRandom.TRManager.OnGenerateVector3Finished [static], [add], [remove]

Event to get a message with the generated Vector3 when finished.

5.81.4.23 GenerateVector3Start Crosstales.TrueRandom.TRManager.OnGenerateVector3Start [static], [add], [remove]

Event to get a message when generating Vector3 has started.

5.81.4.24 GenerateVector4Finished Crosstales.TrueRandom.TRManager.OnGenerateVector4Finished [static], [add], [remove]

Event to get a message with the generated Vector4 when finished.

5.81.4.25 GenerateVector4Start Crosstales.TrueRandom.TRManager.OnGenerateVector4Start [static], [add], [remove]

Event to get a message when generating Vector4 has started.

5.81.4.26 UpdateQuota Crosstales.TrueRandom.TRManager.OnUpdateQuota [static],[add],[remove]

Event to get a message with the current quota.

5.81.4.27 int Crosstales.TrueRandom.TRManager.Seed [static],[get]

Returns a seed for the PRNG.

Returns

Seed for the PRNG.

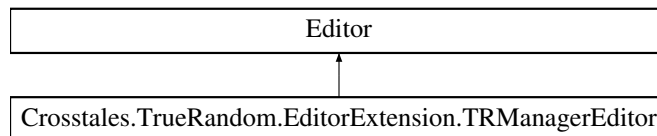
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/TRManager.cs

5.82 Crosstales.TrueRandom.EditorExtension.TRManagerEditor Class Reference

Custom editor for the 'TRManager'-class.

Inheritance diagram for Crosstales.TrueRandom.EditorExtension.TRManagerEditor:



Public Member Functions

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

5.82.1 Detailed Description

Custom editor for the 'TRManager'-class.

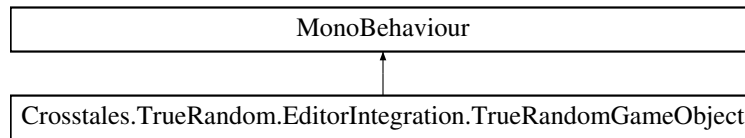
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Extension/TRManagerEditor.cs

5.83 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject:



5.83.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/TrueRandomGameObject.cs

5.84 Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference

Editor component for the "Tools"-menu.

5.84.1 Detailed Description

Editor component for the "Tools"-menu.

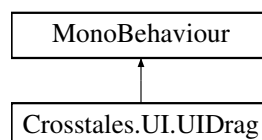
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/TrueRandomMenu.cs

5.85 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void [Start](#) ()
summary> Drag started.
- void [BeginDrag](#) ()
summary> While dragging.
- void **OnDrag** ()

5.85.1 Detailed Description

Allow to Drag the Windows around.

5.85.2 Member Function Documentation

5.85.2.1 void Crosstailes.UI.UIDrag.BeginDrag ()

summary>While dragging.

5.85.2.2 void Crosstailes.UI.UIDrag.Start ()

summary>Drag started.

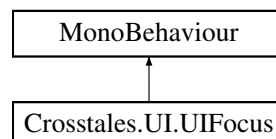
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIIDrag.cs

5.86 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

- void [Start](#) ()
summary> Panel entered.
- void **OnPanelEnter** ()

Public Attributes

- string `ManagerName` = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.86.1 Detailed Description

Change the Focus on from a Window.

5.86.2 Member Function Documentation

5.86.2.1 void `Crosstailes.UI.UIFocus.Start` ()

summary>Panel entered.

5.86.3 Member Data Documentation

5.86.3.1 string `Crosstailes.UI.UIFocus.ManagerName` = "Canvas"

Name of the gameobject containing the [UIWindowManager](#).

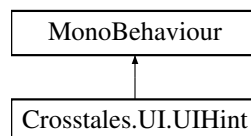
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/↔ Common/UI/Scripts/UIFocus.cs

5.87 Crosstailes.UI.UIHint Class Reference

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

Inheritance diagram for `Crosstailes.UI.UIHint`:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

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

5.87.1 Detailed Description

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

5.87.2 Member Data Documentation

5.87.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.87.2.2 bool Crosstales.UI.UIHint.Disable = true

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

5.87.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

5.87.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

5.87.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

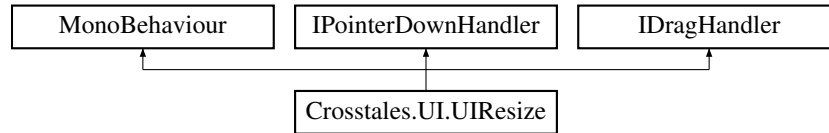
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

5.88 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.

5.88.1 Detailed Description

Resize a [UI](#) element.

5.88.2 Member Data Documentation

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

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

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

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

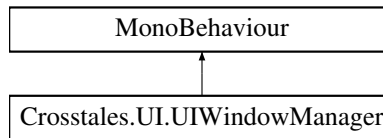
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

5.89 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [Start](#) ()
- void **ChangeState** (GameObject active)

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.89.1 Detailed Description

Change the state of all Window panels.

5.89.2 Member Function Documentation

5.89.2.1 void Crosstales.UI.UIWindowManager.Start ()

summary>Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.89.3 Member Data Documentation

5.89.3.1 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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

5.90 Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Public Attributes

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

5.90.1 Detailed Description

Checks for updates of the asset.

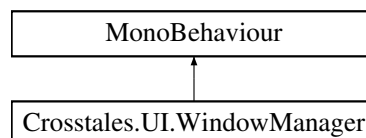
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/UpdateCheck.cs

5.91 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
summary> Switch between open and close.
- void **SwitchPanel** ()
summary> Open the panel.
- void **OpenPanel** ()
summary> Close the panel.
- void **ClosePanel** ()

Public Attributes

- float [Speed](#) = 3f
Window movement speed (default: 3).
- [GameObject\[\] Dependencies](#)
Dependent GameObjects (active == open).

5.91.1 Detailed Description

Manager for a Window.

5.91.2 Member Function Documentation

5.91.2.1 void [Crosstales.UI.WindowManager.OpenPanel](#) ()

summary>Close the panel.

5.91.2.2 void [Crosstales.UI.WindowManager.SwitchPanel](#) ()

summary>Open the panel.

5.91.2.3 void [Crosstales.UI.WindowManager.Update](#) ()

summary>Switch between open and close.

5.91.3 Member Data Documentation

5.91.3.1 [GameObject \[\] Crosstales.UI.WindowManager.Dependencies](#)

Dependent GameObjects (active == open).

5.91.3.2 float [Crosstales.UI.WindowManager.Speed](#) = 3f

Window movement speed (default: 3).

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

- `D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs`

5.92 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.

5.92.1 Detailed Description

Helper-class for XML.

5.92.2 Member Function Documentation

5.92.2.1 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

5.92.2.2 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

5.92.2.3 `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

5.92.2.4 `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.

5.92.2.5 `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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs`

Chapter 6

More information

6.1 Homepage

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

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<https://goo.gl/N9OJ1K>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demo

6.6.1 WebGL

<https://goo.gl/1RYXe7>

6.7 Videos

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

6.7.1 Promotion

<https://youtu.be/BsKR3V1EZOU?list=PLgtonIOr6Tb41XTMeeZ836tjH1Kg0084S>

6.7.2 Tutorial

<https://youtu.be/LHn8vRyGwu0?list=PLgtonIOr6Tb41XTMeeZ836tjH1Kg0084S>

Index

- APPLICATION_PATH
 - Crosstales::Common::Util::BaseConstants, 28
- ASSET_2019_URL
 - Crosstales::TrueRandom::Util::Constants, 48
- ASSET_3P_PLAYMAKER
 - Crosstales::Common::Util::BaseConstants, 26
- ASSET_API_URL
 - Crosstales::TrueRandom::Util::Constants, 48
- ASSET_AUTHOR_URL
 - Crosstales::Common::Util::BaseConstants, 26
- ASSET_AUTHOR
 - Crosstales::Common::Util::BaseConstants, 26
- ASSET_BUILD
 - Crosstales::TrueRandom::Util::Constants, 48
- ASSET_CHANGED
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_CONTACT
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_CREATED
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_CT_URL
 - Crosstales::Common::Util::BaseConstants, 26
- ASSET_FORUM_URL
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_ID
 - Crosstales::TrueRandom::EditorUtil::Editor↔
Constants, 59
- ASSET_MANUAL_URL
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_NAME_SHORT
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_NAME
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_PATH
 - Crosstales::TrueRandom::EditorUtil::EditorConfig,
58
- ASSET_PRO_URL
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_SOCIAL_DISCORD
 - Crosstales::Common::Util::BaseConstants, 26
- ASSET_SOCIAL_FACEBOOK
 - Crosstales::Common::Util::BaseConstants, 27
- ASSET_SOCIAL_LINKEDIN
 - Crosstales::Common::Util::BaseConstants, 27
- ASSET_SOCIAL_TWITTER
 - Crosstales::Common::Util::BaseConstants, 27
- ASSET_SOCIAL_XING
 - Crosstales::Common::Util::BaseConstants, 27
- ASSET_SOCIAL_YOUTUBE
 - Crosstales::Common::Util::BaseConstants, 27
- ASSET_UID
 - Crosstales::TrueRandom::EditorUtil::Editor↔
Constants, 59
- ASSET_UPDATE_CHECK_URL
 - Crosstales::TrueRandom::Util::Constants, 49
- ASSET_URL
 - Crosstales::TrueRandom::EditorUtil::Editor↔
Constants, 59
- ASSET_VERSION
 - Crosstales::TrueRandom::Util::Constants, 50
- ASSET_VIDEO_PROMO
 - Crosstales::TrueRandom::Util::Constants, 50
- ASSET_VIDEO_TUTORIAL
 - Crosstales::TrueRandom::Util::Constants, 50
- ASSET_WEB_URL
 - Crosstales::TrueRandom::Util::Constants, 50
- AlphaRange
 - Crosstales::Common::Util::RandomColor, 114
- Analyzer
 - Crosstales::Common::Util::SpectrumVisualizer,
123
- AudioSources
 - Crosstales::UI::Util::AudioSourceController, 22
- BeginDrag
 - Crosstales::UI::UIDrag, 143
- CTAddRange< K, V >
 - Crosstales::ExtensionMethods, 65
- CTContains
 - Crosstales::ExtensionMethods, 65
- CTContainsAll
 - Crosstales::ExtensionMethods, 65
- CTContainsAny
 - Crosstales::ExtensionMethods, 65
- CTDump
 - Crosstales::ExtensionMethods, 66, 67
- CTDump< K, V >
 - Crosstales::ExtensionMethods, 68
- CTDump< T >
 - Crosstales::ExtensionMethods, 68
- CTEquals
 - Crosstales::ExtensionMethods, 68
- CTIsVisibleFrom
 - Crosstales::ExtensionMethods, 69
- CTReplace
 - Crosstales::ExtensionMethods, 69
- CTReverse
 - Crosstales::ExtensionMethods, 69

- CTShuffle< T >
 - Crosstales::ExtensionMethods, 70
- CTToString< T >
 - Crosstales::ExtensionMethods, 70
- CTToTitleCase
 - Crosstales::ExtensionMethods, 71
- CalculateFloat
 - Crosstales::TrueRandom::TRManager, 130
- CalculateInteger
 - Crosstales::TrueRandom::TRManager, 130
- CalculateSequence
 - Crosstales::TrueRandom::TRManager, 131
- CalculateString
 - Crosstales::TrueRandom::TRManager, 131
- CalculateVector2
 - Crosstales::TrueRandom::TRManager, 131
- CalculateVector3
 - Crosstales::TrueRandom::TRManager, 131
- CalculateVector4
 - Crosstales::TrueRandom::TRManager, 132
- ChangeInterval
 - Crosstales::Common::Util::RandomColor, 114
 - Crosstales::Common::Util::RandomRotator, 116
 - Crosstales::Common::Util::RandomScaler, 117
- Channel
 - Crosstales::Common::Util::FFTAnalyzer, 72
- ClearLineEndings
 - Crosstales::Common::Util::BaseHelper, 33
- ClearSpaces
 - Crosstales::Common::Util::BaseHelper, 33
- ClearTags
 - Crosstales::Common::Util::BaseHelper, 33
- ConnectionLimit
 - Crosstales::Common::Util::CTWebClient, 55
- CreateString
 - Crosstales::Common::Util::BaseHelper, 34
- Crosstales, 11
- Crosstales.Common, 11
- Crosstales.Common.EditorTask, 11
- Crosstales.Common.EditorTask.BaseCompileDefines, 24
- Crosstales.Common.EditorTask.BaseSetupResources, 41
- Crosstales.Common.EditorTask.NYCheck, 111
- Crosstales.Common.EditorTask.OCCheck, 112
- Crosstales.Common.EditorUtil, 12
- Crosstales.Common.EditorUtil.BaseEditorHelper, 29
- Crosstales.Common.EditorUtil.BaseGAApi, 29
- Crosstales.Common.Model, 12
- Crosstales.Common.Model.Enum, 12
- Crosstales.Common.Util, 12
- Crosstales.Common.Util.BackgroundController, 23
- Crosstales.Common.Util.BaseConstants, 25
- Crosstales.Common.Util.BaseHelper, 31
- Crosstales.Common.Util.CTPlayerPrefs, 50
- Crosstales.Common.Util.CTWebClient, 54
- Crosstales.Common.Util.FFTAnalyzer, 71
- Crosstales.Common.Util.PlatformController, 112
- Crosstales.Common.Util.RandomColor, 113
- Crosstales.Common.Util.RandomRotator, 115
- Crosstales.Common.Util.RandomScaler, 116
- Crosstales.Common.Util.SerializableDictionary< TKey, TVal >, 119
- Crosstales.Common.Util.SerializeDeSerialize, 119
- Crosstales.Common.Util.SpectrumVisualizer, 122
- Crosstales.Common.Util.SurviveSceneSwitch, 125
- Crosstales.Common.Util.TakeScreenshot, 125
- Crosstales.Common.Util.XmlHelper, 149
- Crosstales.ExtensionMethods, 63
- Crosstales.TrueRandom, 13
- Crosstales.TrueRandom.Demo, 13
- Crosstales.TrueRandom.Demo.DiceRoll, 55
- Crosstales.TrueRandom.Demo.GUIMain, 91
- Crosstales.TrueRandom.Demo.GUIScenes, 92
- Crosstales.TrueRandom.Demo.GenerateFloat, 75
- Crosstales.TrueRandom.Demo.GenerateInteger, 78
- Crosstales.TrueRandom.Demo.GenerateSequence, 80
- Crosstales.TrueRandom.Demo.GenerateStrings, 84
- Crosstales.TrueRandom.Demo.GenerateVector2, 85
- Crosstales.TrueRandom.Demo.GenerateVector3, 89
- Crosstales.TrueRandom.Demo.GenerateVector4, 90
- Crosstales.TrueRandom.Demo.Magic8Ball, 95
- Crosstales.TrueRandom.EditorExtension, 14
- Crosstales.TrueRandom.EditorExtension.TRManager↔ Editor, 141
- Crosstales.TrueRandom.EditorIntegration, 14
- Crosstales.TrueRandom.EditorIntegration.ConfigBase, 45
- Crosstales.TrueRandom.EditorIntegration.Config↔ Preferences, 46
- Crosstales.TrueRandom.EditorIntegration.Config↔ Window, 46
- Crosstales.TrueRandom.EditorIntegration.True↔ RandomGameObject, 142
- Crosstales.TrueRandom.EditorIntegration.True↔ RandomMenu, 142
- Crosstales.TrueRandom.EditorTask, 14
- Crosstales.TrueRandom.EditorTask.AutoInitialize, 23
- Crosstales.TrueRandom.EditorTask.CompileDefines, 43
- Crosstales.TrueRandom.EditorTask.ConfigLoader, 45
- Crosstales.TrueRandom.EditorTask.Launch, 94
- Crosstales.TrueRandom.EditorTask.ReminderCheck, 118
- Crosstales.TrueRandom.EditorTask.SetupResources, 121
- Crosstales.TrueRandom.EditorTask.Tracer, 126
- Crosstales.TrueRandom.EditorTask.UpdateCheck, 148
- Crosstales.TrueRandom.EditorUtil, 15
- Crosstales.TrueRandom.EditorUtil.EditorConfig, 56
- Crosstales.TrueRandom.EditorUtil.EditorConstants, 58
- Crosstales.TrueRandom.EditorUtil.EditorHelper, 60
- Crosstales.TrueRandom.EditorUtil.GAApi, 73
- Crosstales.TrueRandom.ExtensionMethods, 62
- Crosstales.TrueRandom.Module, 16
- Crosstales.TrueRandom.Module.BaseModule, 40
- Crosstales.TrueRandom.Module.ModuleFloat, 95

- Crosstales.TrueRandom.Module.ModuleInteger, [97](#)
- Crosstales.TrueRandom.Module.ModuleQuota, [99](#)
- Crosstales.TrueRandom.Module.ModuleSequence, [101](#)
- Crosstales.TrueRandom.Module.ModuleString, [103](#)
- Crosstales.TrueRandom.Module.ModuleVector2, [105](#)
- Crosstales.TrueRandom.Module.ModuleVector3, [107](#)
- Crosstales.TrueRandom.Module.ModuleVector4, [109](#)
- Crosstales.TrueRandom.PlayMaker, [16](#)
- Crosstales.TrueRandom.PlayMaker.BaseTREditor, [42](#)
- Crosstales.TrueRandom.PlayMaker.GenerateFloat↔
Editor, [76](#)
- Crosstales.TrueRandom.PlayMaker.GenerateInteger↔
Editor, [78](#)
- Crosstales.TrueRandom.PlayMaker.GenerateSequence↔
Editor, [81](#)
- Crosstales.TrueRandom.PlayMaker.GenerateString↔
Editor, [83](#)
- Crosstales.TrueRandom.PlayMaker.GenerateVector2↔
Editor, [87](#)
- Crosstales.TrueRandom.PlayMaker.GenerateVector3↔
Editor, [89](#)
- Crosstales.TrueRandom.TRManager, [127](#)
- Crosstales.TrueRandom.Util, [16](#)
- Crosstales.TrueRandom.Util.Config, [43](#)
- Crosstales.TrueRandom.Util.Constants, [47](#)
- Crosstales.TrueRandom.Util.Helper, [92](#)
- Crosstales.UI.Social, [122](#)
- Crosstales.UI.StaticManager, [124](#)
- Crosstales.UI.UIDrag, [142](#)
- Crosstales.UI.UIFocus, [143](#)
- Crosstales.UI.UIHint, [144](#)
- Crosstales.UI.UIResize, [146](#)
- Crosstales.UI.UIWindowManager, [147](#)
- Crosstales.UI.Util, [17](#)
- Crosstales.UI.Util.AudioFilterController, [19](#)
- Crosstales.UI.Util.AudioSourceController, [21](#)
- Crosstales.UI.Util.FPSDisplay, [72](#)
- Crosstales.UI.Util.ScrollRectHandler, [118](#)
- Crosstales.UI.WindowManager, [148](#)
- Crosstales.UI, [17](#)
- Crosstales::Common::EditorUtil::BaseEditorHelper
RestartUnity, [29](#)
- Crosstales::Common::EditorUtil::BaseGAAPi
Event, [30](#)
- Crosstales::Common::Model::Enum
Platform, [12](#)
- Crosstales::Common::Util::BackgroundController
Objects, [24](#)
- Crosstales::Common::Util::BaseConstants
APPLICATION_PATH, [28](#)
ASSET_3P_PLAYMAKER, [26](#)
ASSET_AUTHOR_URL, [26](#)
ASSET_AUTHOR, [26](#)
ASSET_CT_URL, [26](#)
ASSET_SOCIAL_DISCORD, [26](#)
ASSET_SOCIAL_FACEBOOK, [27](#)
ASSET_SOCIAL_LINKEDIN, [27](#)
ASSET_SOCIAL_TWITTER, [27](#)
ASSET_SOCIAL_XING, [27](#)
ASSET_SOCIAL_YOUTUBE, [27](#)
DEV_DEBUG, [27](#)
FACTOR_GB, [27](#)
FACTOR_KB, [27](#)
FACTOR_MB, [27](#)
FLOAT_32768, [27](#)
FORMAT_NO_DECIMAL_PLACES, [28](#)
FORMAT_PERCENT, [28](#)
FORMAT_TWO_DECIMAL_PLACES, [28](#)
PATH_DELIMITER_UNIX, [28](#)
PATH_DELIMITER_WINDOWS, [28](#)
PREFIX_FILE, [28](#)
PROCESS_KILL_TIME, [28](#)
- Crosstales::Common::Util::BaseHelper
ClearLineEndings, [33](#)
ClearSpaces, [33](#)
ClearTags, [33](#)
CreateString, [34](#)
CurrentPlatform, [37](#)
FileCopy, [34](#)
FormatBytesToHRF, [34](#)
FormatSecondsToHourMinSec, [34](#)
HSVToRGB, [35](#)
hasActiveClip, [35](#)
isAndroidPlatform, [37](#)
isAppleBasedPlatform, [37](#)
isEditor, [37](#)
isEditorMode, [38](#)
isIOSPlatform, [38](#)
isInternetAvailable, [38](#)
isLinuxPlatform, [38](#)
isMacOSPlatform, [38](#)
isStandalonePlatform, [38](#)
isValidURL, [35](#)
isWSAPlatform, [39](#)
isWebGLPlatform, [39](#)
isWebPlatform, [39](#)
isWindowsBasedPlatform, [39](#)
isWindowsPlatform, [39](#)
RemoteCertificateValidationCallback, [36](#)
SplitStringToLines, [36](#)
ValidURLFromFilePath, [37](#)
ValidateFile, [36](#)
ValidatePath, [36](#)
- Crosstales::Common::Util::CTPlayerPrefs
DeleteAll, [51](#)
DeleteKey, [51](#)
GetBool, [51](#)
GetFloat, [52](#)
GetInt, [52](#)
GetString, [52](#)
HasKey, [53](#)
Save, [53](#)
SetBool, [53](#)
SetFloat, [53](#)
SetInt, [53](#)
SetString, [54](#)

- Crosstales::Common::Util::CTWebClient
 - ConnectionLimit, [55](#)
 - Timeout, [55](#)
- Crosstales::Common::Util::FFTAnalyzer
 - Channel, [72](#)
 - Samples, [72](#)
- Crosstales::Common::Util::PlatformController
 - Objects, [113](#)
 - Platforms, [113](#)
- Crosstales::Common::Util::RandomColor
 - AlphaRange, [114](#)
 - ChangeInterval, [114](#)
 - HueRange, [114](#)
 - Material, [114](#)
 - SaturationRange, [114](#)
 - UseInterval, [114](#)
 - ValueRange, [115](#)
- Crosstales::Common::Util::RandomRotator
 - ChangeInterval, [116](#)
 - SpeedMax, [116](#)
 - SpeedMin, [116](#)
 - UseInterval, [116](#)
- Crosstales::Common::Util::RandomScaler
 - ChangeInterval, [117](#)
 - ScaleMax, [117](#)
 - ScaleMin, [117](#)
 - Uniform, [117](#)
 - UseInterval, [117](#)
- Crosstales::Common::Util::SerializeDeSerialize
 - DeserializeFromByteArray< T >, [120](#)
 - DeserializeFromFile< T >, [120](#)
 - SerializeToByteArray< T >, [120](#)
 - SerializeToFile< T >, [121](#)
- Crosstales::Common::Util::SpectrumVisualizer
 - Analyzer, [123](#)
 - Gain, [123](#)
 - LeftToRight, [123](#)
 - VisualPrefab, [123](#)
 - Width, [123](#)
- Crosstales::Common::Util::SurviveSceneSwitch
 - Survivors, [125](#)
- Crosstales::Common::Util::TakeScreenshot
 - Prefix, [126](#)
 - Scale, [126](#)
 - Update, [126](#)
- Crosstales::Common::Util::XmlHelper
 - DeserializeFromFile< T >, [150](#)
 - DeserializeFromResource< T >, [150](#)
 - DeserializeFromString< T >, [150](#)
 - SerializeToFile< T >, [151](#)
 - SerializeToString< T >, [151](#)
- Crosstales::ExtensionMethods
 - CTAddRange< K, V >, [65](#)
 - CTContains, [65](#)
 - CTContainsAll, [65](#)
 - CTContainsAny, [65](#)
 - CTDump, [66](#), [67](#)
 - CTDump< K, V >, [68](#)
 - CTDump< T >, [68](#)
 - CTEquals, [68](#)
 - CTIsVisibleFrom, [69](#)
 - CTReplace, [69](#)
 - CTReverse, [69](#)
 - CTShuffle< T >, [70](#)
 - CTToString< T >, [70](#)
 - CTToTitleCase, [71](#)
- Crosstales::TrueRandom::EditorTask
 - UpdateStatus, [15](#)
- Crosstales::TrueRandom::EditorUtil::EditorConfig
 - ASSET_PATH, [58](#)
 - HIERARCHY_ICON, [57](#)
 - isLoading, [57](#)
 - Load, [57](#)
 - PREFAB_AUTOLOAD, [57](#)
 - PREFAB_PATH, [58](#)
 - REMINDER_CHECK, [57](#)
 - Reset, [57](#)
 - Save, [57](#)
 - TRACER, [57](#)
 - UPDATE_CHECK, [58](#)
- Crosstales::TrueRandom::EditorUtil::EditorConstants
 - ASSET_ID, [59](#)
 - ASSET_UID, [59](#)
 - ASSET_URL, [59](#)
 - PREFAB_SUBPATH, [59](#)
- Crosstales::TrueRandom::EditorUtil::EditorHelper
 - GO_ID, [61](#)
 - InstantiatePrefab, [61](#)
 - isTrueRandomInScene, [62](#)
 - MENU_ID, [61](#)
 - SeparatorUI, [61](#)
 - TRUnavailable, [61](#)
- Crosstales::TrueRandom::EditorUtil::GAApi
 - Event, [73](#)
- Crosstales::TrueRandom::ExtensionMethods
 - ToColorRGBA, [63](#)
 - ToColorRGB, [62](#)
 - ToQuaternion, [63](#)
- Crosstales::TrueRandom::Module::BaseModule
 - OnErrorInfo, [41](#)
- Crosstales::TrueRandom::Module::ModuleFloat
 - Generate, [96](#)
 - GeneratePRNG, [96](#)
 - OnGenerateFinished, [97](#)
 - OnGenerateStart, [97](#)
 - Result, [97](#)
- Crosstales::TrueRandom::Module::ModuleInteger
 - Generate, [98](#)
 - GeneratePRNG, [98](#)
 - OnGenerateFinished, [99](#)
 - OnGenerateStart, [99](#)
 - Result, [99](#)
- Crosstales::TrueRandom::Module::ModuleQuota
 - GetQuota, [100](#)
 - OnUpdateQuota, [100](#)
 - Quota, [100](#)

- Crosstales::TrueRandom::Module::ModuleSequence
 - Generate, [101](#)
 - GeneratePRNG, [102](#)
 - OnGenerateFinished, [102](#)
 - OnGenerateStart, [102](#)
 - Result, [102](#)
- Crosstales::TrueRandom::Module::ModuleString
 - Generate, [103](#)
 - GeneratePRNG, [104](#)
 - OnGenerateFinished, [104](#)
 - OnGenerateStart, [104](#)
 - Result, [104](#)
- Crosstales::TrueRandom::Module::ModuleVector2
 - Generate, [106](#)
 - GeneratePRNG, [106](#)
 - OnGenerateFinished, [106](#)
 - OnGenerateStart, [106](#)
 - Result, [107](#)
- Crosstales::TrueRandom::Module::ModuleVector3
 - Generate, [108](#)
 - GeneratePRNG, [108](#)
 - OnGenerateFinished, [109](#)
 - OnGenerateStart, [109](#)
 - Result, [109](#)
- Crosstales::TrueRandom::Module::ModuleVector4
 - Generate, [110](#)
 - GeneratePRNG, [110](#)
 - OnGenerateFinished, [111](#)
 - OnGenerateStart, [111](#)
 - Result, [111](#)
- Crosstales::TrueRandom::TRManager
 - CalculateFloat, [130](#)
 - CalculateInteger, [130](#)
 - CalculateSequence, [131](#)
 - CalculateString, [131](#)
 - CalculateVector2, [131](#)
 - CalculateVector3, [131](#)
 - CalculateVector4, [132](#)
 - CurrentFloats, [137](#)
 - CurrentIntegers, [137](#)
 - CurrentQuota, [137](#)
 - CurrentSequence, [137](#)
 - CurrentStrings, [138](#)
 - CurrentVector2, [138](#)
 - CurrentVector3, [138](#)
 - CurrentVector4, [138](#)
 - DontDestroy, [137](#)
 - GenerateFloat, [132](#)
 - GenerateFloatPRNG, [132](#)
 - GenerateInteger, [133](#)
 - GenerateIntegerPRNG, [133](#)
 - GenerateSequence, [133](#)
 - GenerateSequencePRNG, [133](#)
 - GenerateString, [134](#)
 - GenerateStringPRNG, [134](#)
 - GenerateVector2, [135](#)
 - GenerateVector2PRNG, [135](#)
 - GenerateVector3, [135](#)
 - GenerateVector3PRNG, [135](#)
 - GenerateVector4, [136](#)
 - GenerateVector4PRNG, [136](#)
 - GetQuota, [136](#)
 - isGenerating, [138](#)
 - isPRNG, [139](#)
 - OnErrorInfo, [139](#)
 - OnGenerateFloatFinished, [139](#)
 - OnGenerateFloatStart, [139](#)
 - OnGenerateIntegerFinished, [139](#)
 - OnGenerateIntegerStart, [139](#)
 - OnGenerateSequenceFinished, [139](#)
 - OnGenerateSequenceStart, [139](#)
 - OnGenerateStringFinished, [140](#)
 - OnGenerateStringStart, [140](#)
 - OnGenerateVector2Finished, [140](#)
 - OnGenerateVector2Start, [140](#)
 - OnGenerateVector3Finished, [140](#)
 - OnGenerateVector3Start, [140](#)
 - OnGenerateVector4Finished, [140](#)
 - OnGenerateVector4Start, [140](#)
 - OnUpdateQuota, [140](#)
 - PRNG, [137](#)
 - Reset, [136](#)
 - Seed, [141](#)
- Crosstales::TrueRandom::Util::Config
 - DEBUG, [44](#)
 - ENSURE_NAME, [44](#)
 - isLoading, [44](#)
 - Load, [44](#)
 - Reset, [44](#)
 - SHOW_QUOTA, [44](#)
 - Save, [44](#)
- Crosstales::TrueRandom::Util::Constants
 - ASSET_2019_URL, [48](#)
 - ASSET_API_URL, [48](#)
 - ASSET_BUILD, [48](#)
 - ASSET_CHANGED, [49](#)
 - ASSET_CONTACT, [49](#)
 - ASSET_CREATED, [49](#)
 - ASSET_FORUM_URL, [49](#)
 - ASSET_MANUAL_URL, [49](#)
 - ASSET_NAME_SHORT, [49](#)
 - ASSET_NAME, [49](#)
 - ASSET_PRO_URL, [49](#)
 - ASSET_UPDATE_CHECK_URL, [49](#)
 - ASSET_VERSION, [50](#)
 - ASSET_VIDEO_PROMO, [50](#)
 - ASSET_VIDEO_TUTORIAL, [50](#)
 - ASSET_WEB_URL, [50](#)
 - TRUERANDOM_SCENE_OBJECT_NAME, [50](#)
- Crosstales::TrueRandom::Util::Helper
 - isSupportedPlatform, [94](#)
 - SaveAsText, [93](#)
 - SaveAsText< T >, [94](#)
- Crosstales::UI::StaticManager
 - OpenCrosstales, [124](#)
 - Quit, [124](#)

- Crosstales::UI::UIDrag
 - BeginDrag, [143](#)
 - Start, [143](#)
- Crosstales::UI::UIFocus
 - ManagerName, [144](#)
 - Start, [144](#)
- Crosstales::UI::UIHint
 - Delay, [145](#)
 - Disable, [145](#)
 - FadeAtStart, [145](#)
 - FadeTime, [145](#)
 - Group, [145](#)
- Crosstales::UI::UIResize
 - MaxSize, [146](#)
 - MinSize, [146](#)
- Crosstales::UI::UIWindowManager
 - Start, [147](#)
 - Windows, [147](#)
- Crosstales::UI::Util::AudioFilterController
 - FindAllAudioFilters, [20](#)
 - FindAllAudioFiltersOnStart, [20](#)
 - ResetAudioFilters, [20](#)
- Crosstales::UI::Util::AudioSourceController
 - AudioSources, [22](#)
 - FindAllAudioSources, [22](#)
 - FindAllAudioSourcesOnStart, [22](#)
 - Loop, [22](#)
 - Mute, [22](#)
 - Pitch, [22](#)
 - ResetAllAudioSources, [22](#)
 - ResetAudioSourcesOnStart, [22](#)
 - StereoPan, [22](#)
 - Volume, [22](#)
- Crosstales::UI::Util::FPSDisplay
 - FPS, [73](#)
- Crosstales::UI::WindowManager
 - Dependencies, [149](#)
 - OpenPanel, [149](#)
 - Speed, [149](#)
 - SwitchPanel, [149](#)
 - Update, [149](#)
- CurrentFloats
 - Crosstales::TrueRandom::TRManager, [137](#)
- CurrentIntegers
 - Crosstales::TrueRandom::TRManager, [137](#)
- CurrentPlatform
 - Crosstales::Common::Util::BaseHelper, [37](#)
- CurrentQuota
 - Crosstales::TrueRandom::TRManager, [137](#)
- CurrentSequence
 - Crosstales::TrueRandom::TRManager, [137](#)
- CurrentStrings
 - Crosstales::TrueRandom::TRManager, [138](#)
- CurrentVector2
 - Crosstales::TrueRandom::TRManager, [138](#)
- CurrentVector3
 - Crosstales::TrueRandom::TRManager, [138](#)
- CurrentVector4
 - Crosstales::TrueRandom::TRManager, [138](#)
- Crosstales::TrueRandom::TRManager, [138](#)
- DEBUG
 - Crosstales::TrueRandom::Util::Config, [44](#)
- DEV_DEBUG
 - Crosstales::Common::Util::BaseConstants, [27](#)
- Delay
 - Crosstales::UI::UIHint, [145](#)
- DeleteAll
 - Crosstales::Common::Util::CTPlayerPrefs, [51](#)
- DeleteKey
 - Crosstales::Common::Util::CTPlayerPrefs, [51](#)
- Dependencies
 - Crosstales::UI::WindowManager, [149](#)
- DeserializeFromByteArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [120](#)
- DeserializeFromFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [120](#)
 - Crosstales::Common::Util::XmlHelper, [150](#)
- DeserializeFromResource< T >
 - Crosstales::Common::Util::XmlHelper, [150](#)
- DeserializeFromString< T >
 - Crosstales::Common::Util::XmlHelper, [150](#)
- Digits
 - HutongGames::PlayMaker::Actions::Generate↔String, [82](#)
- Disable
 - Crosstales::UI::UIHint, [145](#)
- DontDestroy
 - Crosstales::TrueRandom::TRManager, [137](#)
- ENSURE_NAME
 - Crosstales::TrueRandom::Util::Config, [44](#)
- Event
 - Crosstales::Common::EditorUtil::BaseGAApi, [30](#)
 - Crosstales::TrueRandom::EditorUtil::GAApi, [73](#)
- FACTOR_GB
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FACTOR_KB
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FACTOR_MB
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FLOAT_32768
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [28](#)
- FORMAT_PERCENT
 - Crosstales::Common::Util::BaseConstants, [28](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [28](#)
- FPS
 - Crosstales::UI::Util::FPSDisplay, [73](#)
- FadeAtStart
 - Crosstales::UI::UIHint, [145](#)
- FadeTime
 - Crosstales::UI::UIHint, [145](#)

- FileCopy
 - Crosstales::Common::Util::BaseHelper, 34
- FindAllAudioFilters
 - Crosstales::UI::Util::AudioFilterController, 20
- FindAllAudioFiltersOnStart
 - Crosstales::UI::Util::AudioFilterController, 20
- FindAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, 22
- FindAllAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, 22
- FormatBytesToHRF
 - Crosstales::Common::Util::BaseHelper, 34
- FormatSecondsToHourMinSec
 - Crosstales::Common::Util::BaseHelper, 34
- GO_ID
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, 61
- Gain
 - Crosstales::Common::Util::SpectrumVisualizer, 123
- Generate
 - Crosstales::TrueRandom::Module::ModuleFloat, 96
 - Crosstales::TrueRandom::Module::ModuleInteger, 98
 - Crosstales::TrueRandom::Module::Module↔Sequence, 101
 - Crosstales::TrueRandom::Module::ModuleString, 103
 - Crosstales::TrueRandom::Module::ModuleVector2, 106
 - Crosstales::TrueRandom::Module::ModuleVector3, 108
 - Crosstales::TrueRandom::Module::ModuleVector4, 110
- GenerateFloat
 - Crosstales::TrueRandom::TRManager, 132
- GenerateFloatPRNG
 - Crosstales::TrueRandom::TRManager, 132
- GenerateInteger
 - Crosstales::TrueRandom::TRManager, 133
- GenerateIntegerPRNG
 - Crosstales::TrueRandom::TRManager, 133
- GeneratePRNG
 - Crosstales::TrueRandom::Module::ModuleFloat, 96
 - Crosstales::TrueRandom::Module::ModuleInteger, 98
 - Crosstales::TrueRandom::Module::Module↔Sequence, 102
 - Crosstales::TrueRandom::Module::ModuleString, 104
 - Crosstales::TrueRandom::Module::ModuleVector2, 106
 - Crosstales::TrueRandom::Module::ModuleVector3, 108
 - Crosstales::TrueRandom::Module::ModuleVector4, 110
- GenerateSequence
 - Crosstales::TrueRandom::TRManager, 133
- GenerateSequencePRNG
 - Crosstales::TrueRandom::TRManager, 133
- GenerateString
 - Crosstales::TrueRandom::TRManager, 134
- GenerateStringPRNG
 - Crosstales::TrueRandom::TRManager, 134
- GenerateVector2
 - Crosstales::TrueRandom::TRManager, 135
- GenerateVector2PRNG
 - Crosstales::TrueRandom::TRManager, 135
- GenerateVector3
 - Crosstales::TrueRandom::TRManager, 135
- GenerateVector3PRNG
 - Crosstales::TrueRandom::TRManager, 135
- GenerateVector4
 - Crosstales::TrueRandom::TRManager, 136
- GenerateVector4PRNG
 - Crosstales::TrueRandom::TRManager, 136
- GetBool
 - Crosstales::Common::Util::CTPlayerPrefs, 51
- GetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, 52
- GetInt
 - Crosstales::Common::Util::CTPlayerPrefs, 52
- GetQuota
 - Crosstales::TrueRandom::Module::ModuleQuota, 100
 - Crosstales::TrueRandom::TRManager, 136
- GetString
 - Crosstales::Common::Util::CTPlayerPrefs, 52
- Group
 - Crosstales::UI::UIHint, 145
- HIERARCHY_ICON
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, 57
- HSVToRGB
 - Crosstales::Common::Util::BaseHelper, 35
- hasActiveClip
 - Crosstales::Common::Util::BaseHelper, 35
- HasKey
 - Crosstales::Common::Util::CTPlayerPrefs, 53
- HueRange
 - Crosstales::Common::Util::RandomColor, 114
- HutongGames, 17
 - HutongGames.PlayMaker, 17
 - HutongGames.PlayMaker.Actions, 17
 - HutongGames.PlayMaker.Actions.BaseTRAction, 42
 - HutongGames.PlayMaker.Actions.GenerateFloat, 74
 - HutongGames.PlayMaker.Actions.GenerateInteger, 76
 - HutongGames.PlayMaker.Actions.GenerateSequence, 79
 - HutongGames.PlayMaker.Actions.GenerateString, 82
 - HutongGames.PlayMaker.Actions.GenerateVector2, 85
 - HutongGames.PlayMaker.Actions.GenerateVector3, 87
 - HutongGames::PlayMaker::Actions::GenerateFloat Max, 74

- Min, [74](#)
- Number, [75](#)
- Result, [75](#)
- SingleResult, [75](#)
- HutongGames::PlayMaker::Actions::GenerateInteger
 - Max, [77](#)
 - Min, [77](#)
 - Number, [77](#)
 - Result, [77](#)
 - SingleResult, [77](#)
- HutongGames::PlayMaker::Actions::GenerateSequence
 - Max, [80](#)
 - Min, [80](#)
 - Number, [80](#)
 - Result, [80](#)
 - SingleResult, [80](#)
- HutongGames::PlayMaker::Actions::GenerateString
 - Digits, [82](#)
 - Length, [82](#)
 - Lower, [83](#)
 - Number, [83](#)
 - Result, [83](#)
 - SingleResult, [83](#)
 - Unique, [83](#)
 - Upper, [83](#)
- HutongGames::PlayMaker::Actions::GenerateVector2
 - Max, [86](#)
 - Min, [86](#)
 - Number, [86](#)
 - Result, [86](#)
 - SingleResult, [86](#)
- HutongGames::PlayMaker::Actions::GenerateVector3
 - Max, [88](#)
 - Min, [88](#)
 - Number, [88](#)
 - Result, [88](#)
 - SingleResult, [88](#)
- InstantiatePrefab
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [61](#)
- isAndroidPlatform
 - Crosstales::Common::Util::BaseHelper, [37](#)
- isAppleBasedPlatform
 - Crosstales::Common::Util::BaseHelper, [37](#)
- isEditor
 - Crosstales::Common::Util::BaseHelper, [37](#)
- isEditorMode
 - Crosstales::Common::Util::BaseHelper, [38](#)
- isGenerating
 - Crosstales::TrueRandom::TRManager, [138](#)
- isiOSPlatform
 - Crosstales::Common::Util::BaseHelper, [38](#)
- isInternetAvailable
 - Crosstales::Common::Util::BaseHelper, [38](#)
- isLinuxPlatform
 - Crosstales::Common::Util::BaseHelper, [38](#)
- isLoaded
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [57](#)
 - Crosstales::TrueRandom::Util::Config, [44](#)
- isMacOSPlatform
 - Crosstales::Common::Util::BaseHelper, [38](#)
- isPRNG
 - Crosstales::TrueRandom::TRManager, [139](#)
- isStandalonePlatform
 - Crosstales::Common::Util::BaseHelper, [38](#)
- isSupportedPlatform
 - Crosstales::TrueRandom::Util::Helper, [94](#)
- isTrueRandomInScene
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [62](#)
- isValidURL
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWSAPlatform
 - Crosstales::Common::Util::BaseHelper, [39](#)
- isWebGLPlatform
 - Crosstales::Common::Util::BaseHelper, [39](#)
- isWebPlatform
 - Crosstales::Common::Util::BaseHelper, [39](#)
- isWindowsBasedPlatform
 - Crosstales::Common::Util::BaseHelper, [39](#)
- isWindowsPlatform
 - Crosstales::Common::Util::BaseHelper, [39](#)
- LeftToRight
 - Crosstales::Common::Util::SpectrumVisualizer, [123](#)
- Length
 - HutongGames::PlayMaker::Actions::Generate↔String, [82](#)
- Load
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [57](#)
 - Crosstales::TrueRandom::Util::Config, [44](#)
- Loop
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- Lower
 - HutongGames::PlayMaker::Actions::Generate↔String, [83](#)
- MENU_ID
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [61](#)
- ManagerName
 - Crosstales::UI::UIFocus, [144](#)
- Material
 - Crosstales::Common::Util::RandomColor, [114](#)
- Max
 - HutongGames::PlayMaker::Actions::Generate↔Float, [74](#)
 - HutongGames::PlayMaker::Actions::Generate↔Integer, [77](#)
 - HutongGames::PlayMaker::Actions::Generate↔Sequence, [80](#)
 - HutongGames::PlayMaker::Actions::Generate↔Vector2, [86](#)

- HutongGames::PlayMaker::Actions::Generate↔
Vector3, [88](#)
- MaxSize
 - Crosstales::UI::UIResize, [146](#)
- Min
 - HutongGames::PlayMaker::Actions::Generate↔
Float, [74](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Integer, [77](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Sequence, [80](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Vector2, [86](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Vector3, [88](#)
- MinSize
 - Crosstales::UI::UIResize, [146](#)
- Mute
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- Number
 - HutongGames::PlayMaker::Actions::Generate↔
Float, [75](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Integer, [77](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Sequence, [80](#)
 - HutongGames::PlayMaker::Actions::Generate↔
String, [83](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Vector2, [86](#)
 - HutongGames::PlayMaker::Actions::Generate↔
Vector3, [88](#)
- Objects
 - Crosstales::Common::Util::BackgroundController, [24](#)
 - Crosstales::Common::Util::PlatformController, [113](#)
- OnErrorInfo
 - Crosstales::TrueRandom::Module::BaseModule, [41](#)
 - Crosstales::TrueRandom::TRManager, [139](#)
- OnGenerateFinished
 - Crosstales::TrueRandom::Module::ModuleFloat, [97](#)
 - Crosstales::TrueRandom::Module::ModuleInteger, [99](#)
 - Crosstales::TrueRandom::Module::Module↔
Sequence, [102](#)
 - Crosstales::TrueRandom::Module::ModuleString, [104](#)
 - Crosstales::TrueRandom::Module::ModuleVector2, [106](#)
 - Crosstales::TrueRandom::Module::ModuleVector3, [109](#)
 - Crosstales::TrueRandom::Module::ModuleVector4, [111](#)
- OnGenerateFloatFinished
 - Crosstales::TrueRandom::TRManager, [139](#)
- OnGenerateFloatStart
 - Crosstales::TrueRandom::TRManager, [139](#)
- OnGenerateIntegerFinished
 - Crosstales::TrueRandom::TRManager, [139](#)
- OnGenerateIntegerStart
 - Crosstales::TrueRandom::TRManager, [139](#)
- OnGenerateSequenceFinished
 - Crosstales::TrueRandom::TRManager, [139](#)
- OnGenerateSequenceStart
 - Crosstales::TrueRandom::TRManager, [139](#)
- OnGenerateStart
 - Crosstales::TrueRandom::Module::ModuleFloat, [97](#)
 - Crosstales::TrueRandom::Module::ModuleInteger, [99](#)
 - Crosstales::TrueRandom::Module::Module↔
Sequence, [102](#)
 - Crosstales::TrueRandom::Module::ModuleString, [104](#)
 - Crosstales::TrueRandom::Module::ModuleVector2, [106](#)
 - Crosstales::TrueRandom::Module::ModuleVector3, [109](#)
 - Crosstales::TrueRandom::Module::ModuleVector4, [111](#)
- OnGenerateStringFinished
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnGenerateStringStart
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnGenerateVector2Finished
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnGenerateVector2Start
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnGenerateVector3Finished
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnGenerateVector3Start
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnGenerateVector4Finished
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnGenerateVector4Start
 - Crosstales::TrueRandom::TRManager, [140](#)
- OnUpdateQuota
 - Crosstales::TrueRandom::Module::ModuleQuota, [100](#)
 - Crosstales::TrueRandom::TRManager, [140](#)
- OpenCrosstales
 - Crosstales::UI::StaticManager, [124](#)
- OpenPanel
 - Crosstales::UI::WindowManager, [149](#)
- PATH_DELIMITER_UNIX
 - Crosstales::Common::Util::BaseConstants, [28](#)
- PATH_DELIMITER_WINDOWS
 - Crosstales::Common::Util::BaseConstants, [28](#)
- PREFAB_AUTOLOAD
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [57](#)
- PREFAB_PATH

- Crosstales::TrueRandom::EditorUtil::EditorConfig, [58](#)
- PREFAB_SUBPATH
 - Crosstales::TrueRandom::EditorUtil::Editor↔ Constants, [59](#)
- PREFIX_FILE
 - Crosstales::Common::Util::BaseConstants, [28](#)
- PRNG
 - Crosstales::TrueRandom::TRManager, [137](#)
- PROCESS_KILL_TIME
 - Crosstales::Common::Util::BaseConstants, [28](#)
- Pitch
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- Platform
 - Crosstales::Common::Model::Enum, [12](#)
- Platforms
 - Crosstales::Common::Util::PlatformController, [113](#)
- Prefix
 - Crosstales::Common::Util::TakeScreenshot, [126](#)
- Quit
 - Crosstales::UI::StaticManager, [124](#)
- Quota
 - Crosstales::TrueRandom::Module::ModuleQuota, [100](#)
- REMINDER_CHECK
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [57](#)
- RemoteCertificateValidationCallback
 - Crosstales::Common::Util::BaseHelper, [36](#)
- Reset
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [57](#)
 - Crosstales::TrueRandom::TRManager, [136](#)
 - Crosstales::TrueRandom::Util::Config, [44](#)
- ResetAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- ResetAudioFilters
 - Crosstales::UI::Util::AudioFilterController, [20](#)
- ResetAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- RestartUnity
 - Crosstales::Common::EditorUtil::BaseEditor↔ Helper, [29](#)
- Result
 - Crosstales::TrueRandom::Module::ModuleFloat, [97](#)
 - Crosstales::TrueRandom::Module::ModuleInteger, [99](#)
 - Crosstales::TrueRandom::Module::Module↔ Sequence, [102](#)
 - Crosstales::TrueRandom::Module::ModuleString, [104](#)
 - Crosstales::TrueRandom::Module::ModuleVector2, [107](#)
 - Crosstales::TrueRandom::Module::ModuleVector3, [109](#)
 - Crosstales::TrueRandom::Module::ModuleVector4, [111](#)
- HutongGames::PlayMaker::Actions::Generate↔ Float, [75](#)
- HutongGames::PlayMaker::Actions::Generate↔ Integer, [77](#)
- HutongGames::PlayMaker::Actions::Generate↔ Sequence, [80](#)
- HutongGames::PlayMaker::Actions::Generate↔ String, [83](#)
- HutongGames::PlayMaker::Actions::Generate↔ Vector2, [86](#)
- HutongGames::PlayMaker::Actions::Generate↔ Vector3, [88](#)
- SHOW_QUOTA
 - Crosstales::TrueRandom::Util::Config, [44](#)
- Samples
 - Crosstales::Common::Util::FFTAnalyzer, [72](#)
- SaturationRange
 - Crosstales::Common::Util::RandomColor, [114](#)
- Save
 - Crosstales::Common::Util::CTPlayerPrefs, [53](#)
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [57](#)
 - Crosstales::TrueRandom::Util::Config, [44](#)
- SaveAsText
 - Crosstales::TrueRandom::Util::Helper, [93](#)
- SaveAsText< T >
 - Crosstales::TrueRandom::Util::Helper, [94](#)
- Scale
 - Crosstales::Common::Util::TakeScreenshot, [126](#)
- ScaleMax
 - Crosstales::Common::Util::RandomScaler, [117](#)
- ScaleMin
 - Crosstales::Common::Util::RandomScaler, [117](#)
- Seed
 - Crosstales::TrueRandom::TRManager, [141](#)
- SeparatorUI
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [61](#)
- SerializeToByteArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [120](#)
- SerializeToFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [121](#)
 - Crosstales::Common::Util::XmlHelper, [151](#)
- SerializeToString< T >
 - Crosstales::Common::Util::XmlHelper, [151](#)
- SetBool
 - Crosstales::Common::Util::CTPlayerPrefs, [53](#)
- SetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, [53](#)
- SetInt
 - Crosstales::Common::Util::CTPlayerPrefs, [53](#)
- SetString
 - Crosstales::Common::Util::CTPlayerPrefs, [54](#)
- SingleResult

- HutongGames::PlayMaker::Actions::Generate↔
Float, [75](#)
- HutongGames::PlayMaker::Actions::Generate↔
Integer, [77](#)
- HutongGames::PlayMaker::Actions::Generate↔
Sequence, [80](#)
- HutongGames::PlayMaker::Actions::Generate↔
String, [83](#)
- HutongGames::PlayMaker::Actions::Generate↔
Vector2, [86](#)
- HutongGames::PlayMaker::Actions::Generate↔
Vector3, [88](#)
- Speed
 - Crosstales::UI::WindowManager, [149](#)
- SpeedMax
 - Crosstales::Common::Util::RandomRotator, [116](#)
- SpeedMin
 - Crosstales::Common::Util::RandomRotator, [116](#)
- SplitStringToLines
 - Crosstales::Common::Util::BaseHelper, [36](#)
- Start
 - Crosstales::UI::UIDrag, [143](#)
 - Crosstales::UI::UIFocus, [144](#)
 - Crosstales::UI::UIWindowManager, [147](#)
- StereoPan
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- Survivors
 - Crosstales::Common::Util::SurviveSceneSwitch, [125](#)
- SwitchPanel
 - Crosstales::UI::WindowManager, [149](#)
- TRACER
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [57](#)
- TRUERANDOM_SCENE_OBJECT_NAME
 - Crosstales::TrueRandom::Util::Constants, [50](#)
- TRUnavailable
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [61](#)
- Timeout
 - Crosstales::Common::Util::CTWebClient, [55](#)
- ToColorRGBA
 - Crosstales::TrueRandom::ExtensionMethods, [63](#)
- ToColorRGB
 - Crosstales::TrueRandom::ExtensionMethods, [62](#)
- ToQuaternion
 - Crosstales::TrueRandom::ExtensionMethods, [63](#)
- UPDATE_CHECK
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [58](#)
- Uniform
 - Crosstales::Common::Util::RandomScaler, [117](#)
- Unique
 - HutongGames::PlayMaker::Actions::Generate↔
String, [83](#)
- Update
 - Crosstales::Common::Util::TakeScreenshot, [126](#)
- Crosstales::UI::WindowManager, [149](#)
- UpdateStatus
 - Crosstales::TrueRandom::EditorTask, [15](#)
- Upper
 - HutongGames::PlayMaker::Actions::Generate↔
String, [83](#)
- UseInterval
 - Crosstales::Common::Util::RandomColor, [114](#)
 - Crosstales::Common::Util::RandomRotator, [116](#)
 - Crosstales::Common::Util::RandomScaler, [117](#)
- ValidURLFromFilePath
 - Crosstales::Common::Util::BaseHelper, [37](#)
- ValidateFile
 - Crosstales::Common::Util::BaseHelper, [36](#)
- ValidatePath
 - Crosstales::Common::Util::BaseHelper, [36](#)
- ValueRange
 - Crosstales::Common::Util::RandomColor, [115](#)
- VisualPrefab
 - Crosstales::Common::Util::SpectrumVisualizer, [123](#)
- Volume
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- Width
 - Crosstales::Common::Util::SpectrumVisualizer, [123](#)
- Windows
 - Crosstales::UI::UIWindowManager, [147](#)