

**Description:**

Default bool parser.

Added In: v0.45

Function

```
public class UMFConfigBool : UMFConfigParser<bool>
{
    public bool? DefaultValue;
    public bool? VanillaValue;
    public bool RequiresRestart;

    public UMFConfigBool(bool? defaultValue = null, bool? vanillaValue =
null, bool requiresRestart = false)
    {
        DefaultValue = defaultValue;
        VanillaValue = vanillaValue;
        RequiresRestart = requiresRestart;
    }

    public override bool Parse(string value)
    {
        if (!bool.TryParse(value, out bool result)) result =
DefaultDefaultValue ?? false;
        return result;
    }

    public override string ToString()
    {
        return DefaultValue.ToString() ?? null;
    }

    public override string Default()
    {
        return DefaultValue.ToString() ?? null;
    }

    public override string Vanilla()
    {
        return VanillaValue.ToString() ?? null;
    }

    public override string Restart()
```

```
{  
    return RequiresRestart.ToString();  
}
```

Usage

```
//Coming soon
```

Examples

```
//Coming soon
```

From:

<https://umodframework.com/wiki/> - **UMF Wiki**

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