Description:
Default double parser.

Added In: v0.45

Function

```
    public class UMFConfigDouble : UMFConfigParser<double>
    {
        public double DefaultValue;
        public double MinValue;
        public double MaxValue;
        public int Decimals;
        public double VanillaValue;
        public bool RequiresRestart;
        public double[] AllowedValues;

        public UMFConfigDouble(double defaultValue = default(double), double
minValue = default(double), double maxValue = default(double), int decimals
= 2, double vanillaValue = default(double), bool requiresRestart = false,
params double[] allowedValues)
        {
            DefaultValue = defaultValue;
            MinValue = Math.Min(minValue, maxValue);
            MaxValue = Math.Max(minValue, maxValue);
            Decimals = decimals;
            VanillaValue = vanillaValue;
            RequiresRestart = requiresRestart;
            AllowedValues = allowedValues;
        }

        public override double Parse(string value)
        {
            if (!double.TryParse(value, out double result)) result =
DefaultValue;
            return result;
        }

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

        public override string Default()
```

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

        public override string Range()
        {
            return (MaxValue != default(double) ? MinValue.ToString() + ","
+ MaxValue.ToString() + "," + Decimals.ToString() : null);
        }

        public override string Vanilla()
        {
            return (VanillaValue != default(double) ?
VanillaValue.ToString() : null);
        }

        public override string Allowed()
        {
            return (AllowedValues.Length > 0 ? string.Join(",",
AllowedValues.Select(x => x.ToString()).ToArray()) : 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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