Description:
Default float parser.

Added In: v0.45

Function

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

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

        public override float Parse(string value)
        {
            if (!float.TryParse(value, out float 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(float) ? MinValue.ToString() + "," +
MaxValue.ToString() + "," + Decimals.ToString() : null);
        }

        public override string Vanilla()
        {
            return (VanillaValue != default(float) ? 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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