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
```