

**Description:**

Default int parser.

Added In: v0.45

Function

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

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

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

public override string Vanilla()
{
    return (VanillaValue != default(int) ? 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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Last update: **2019/06/29 23:38**