

**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();
    }
}
```

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## Usage

```
//Coming soon
```

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## Examples

```
//Coming soon
```

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