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
```

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