Description:
Default KeyCode parser.

Added In: v0.45

Function

```
    public class UMFConfigKeyCode : UMFConfigParser<KeyCode>
    {
        public KeyCode DefaultValue;
        public bool RequiresRestart;
        public KeyCode[] AllowedValues;

        public UMFConfigKeyCode(KeyCode defaultValue = KeyCode.None, bool
requiresRestart = false, params KeyCode[] allowedValues)
        {
            DefaultValue = defaultValue;
            RequiresRestart = requiresRestart;
            AllowedValues = allowedValues;
        }

        public override KeyCode Parse(string value)
        {
            return (KeyCode)Enum.Parse(typeof(KeyCode), value.Trim(), true);
        }

        public override string ToString()
        {
            return DefaultValue.ToString();
        }

        public override string Default()
        {
            return DefaultValue.ToString();
        }

        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**

Permanent link:
https://umodframework.com/wiki/api:umfconfig:parser_umfconfigkeycode

Last update: **2019/06/29 22:38**