

**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
```

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<https://umodframework.com/wiki/> - **UMF Wiki**

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