Description:
Default KeyCode[] parser.

Added In: v0.45

Function

```
public class UMFConfigKeyCodeArray : UMFConfigParser<KeyCode[]>
{
    public KeyCode[] DefaultValues;
    public bool RequiresRestart;
    public KeyCode[] AllowedValues;

    public UMFConfigKeyCodeArray(KeyCode[] defaultValues =
default(KeyCode[]), bool requiresRestart = false, params KeyCode[]
allowedValues)
    {
        DefaultValues = defaultValues;
        RequiresRestart = requiresRestart;
        AllowedValues = allowedValues;
    }

    public override KeyCode[] Parse(string value)
    {
        return value.Trim().Split(new string[] { "," },
StringSplitOptions.RemoveEmptyEntries).Select(x =>
(KeyCode)Enum.Parse(typeof(KeyCode), x, true)).ToArray();
    }

    public override string ToString()
    {
        return string.Join(",", DefaultValues.Select(x =>
x.ToString()).ToArray());
    }

    public override string Default()
    {
        return string.Join(", ", DefaultValues.Select(x =>
x.ToString()).ToArray(), 0, 2);
    }

    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_umfconfigkeycodearray

Last update: **2019/06/29 23:39**