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
```

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

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