

**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:

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