

**Description:**

Default string parser.

Added In: v0.45

Function

```
public class UMFConfigString : UMFConfigParser<string>
{
    public string DefaultValue;
    public string VanillaValue;
    public bool KeyBind;
    public bool RequiresRestart;
    public string[] AllowedValues;

    public UMFConfigString(string defaultValue = "", string vanillaValue
= "", bool isKeyBind = false, bool requiresRestart = false, params string[]
allowedValues)
    {
        DefaultValue = defaultValue.Trim();
        VanillaValue = vanillaValue.Trim();
        KeyBind = isKeyBind;
        RequiresRestart = requiresRestart;
        AllowedValues = allowedValues;
    }

    public override string Parse(string value)
    {
        return value.Trim();
    }

    public override string ToString()
    {
        return DefaultValue;
    }

    public override string Default()
    {
        return DefaultValue;
    }

    public override string Vanilla()
    {
        return VanillaValue.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();
    }

    public override string IsKeyBind()
    {
        return KeyBind.ToString();
    }
}
```

Usage

```
//Coming soon
```

Examples

```
//Coming soon
```

From:

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

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