

**Description:**

Default string[] parser.

Added In: v0.45

Function

```
public class UMFConfigStringArray : UMFConfigParser<string[]>
{
    public string[] DefaultValues;
    public bool KeyBind;
    public bool RequiresRestart;
    public string[] AllowedValues;

    public UMFConfigStringArray(string[] defaultValues =
default(string[]), bool isKeyBind = false, bool requiresRestart = false,
params string[] allowedValues)
    {
        DefaultValues = defaultValues;
        KeyBind = isKeyBind;
        RequiresRestart = requiresRestart;
        AllowedValues = allowedValues;
    }

    public override string[] Parse(string value)
    {
        return value.Trim().Split(new string[] { "," },
StringSplitOptions.RemoveEmptyEntries);
    }

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

    public override string Default()
    {
        return string.Join(", ", DefaultValues.Take(2).ToArray());
    }

    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

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

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Last update: **2019/06/29 23:41**

