

Introduction

Getting Started

Namespace AkiraNetwork.VirtualStorageLibrary

▼ Filter by title

Classes

- AkiraNetwork.VirtualStorageLibrary

VirtualCycleDetector
(AkiraNetwork.VirtualStorageLibrary.VirtualCycleDetector.html)

ActionNodeDelegate
Class for detecting cycles in virtual symbolic links. Determines if a given link is part of a cycle.
(AkiraNetwork.VirtualStorageLibrary.VirtualCycleDetector.html)
IVirtualDeepCloneable<T>

VirtualDirectory (AkiraNetwork.VirtualStorageLibrary.VirtualDirectory.html)

1.html)
Represents a virtual directory. A virtual directory functions as a container for other nodes. It can contain VirtualItem<T> (AkiraNetwork.VirtualStorageLibrary.VirtualItem-1.html), VirtualDirectory (AkiraNetwork.VirtualStorageLibrary.VirtualDirectory.html), and VirtualSymbolicLink (AkiraNetwork.VirtualStorageLibrary.VirtualSymbolicLink.html), providing a centralized way to manage these entities.
NotifyNodeDelegate
(AkiraNetwork.VirtualStorageLibrary.VirtualDirectory.html)
PatternMatch

This class supports operations such as adding, removing, updating, checking the existence of, and enumerating nodes within the directory. It serves as a fundamental component for efficiently managing the structure of the virtual storage.
(AkiraNetwork.VirtualStorageLibrary.VirtualDirectory.html)
VirtualCycleDetector

VirtualDirectory
Additionally, nodes can be enumerated according to the specified display conditions.
(AkiraNetwork.VirtualStorageLibrary.VirtualDirectory.html)
VirtualDirectoryAdapter<T>

VirtualDirectoryAdapter<T>
(AkiraNetwork.VirtualStorageLibrary.VirtualDirectoryAdapter-1.html)

VirtualException
Adapter class to simplify operations on virtual directories. Reduces the need for casting and simplifies code, allowing users to easily manage specific node types.
(AkiraNetwork.VirtualStorageLibrary.VirtualDirectoryAdapter-1.html)
VirtualGroupCondition<T, TKey>

VirtualException (AkiraNetwork.VirtualStorageLibrary.VirtualException.html)

2.html)
VirtualID
The base class for exceptions that occur within the virtual storage library.
(AkiraNetwork.VirtualStorageLibrary.VirtualException.html)
VirtualItem

VirtualGroupCondition<T, TKey>
(AkiraNetwork.VirtualStorageLibrary.VirtualGroupCondition-2.html)

VirtualItemAdapter<T>
(AkiraNetwork.VirtualStorageLibrary.VirtualGroupCondition-2.html)
Represents the conditions for grouping data, holding the property to group by and the order (ascending or descending).
1.html)
VirtualItem<T>
(AkiraNetwork.VirtualStorageLibrary.VirtualGroupCondition-2.html)

VirtualItem (AkiraNetwork.VirtualStorageLibrary.VirtualItem.html)

1.html)
VirtualNode
Represents a virtual item. This class serves as the base class for the VirtualItem<T> (AkiraNetwork.VirtualStorageLibrary.VirtualItem-1.html) type and is used solely for type checking of VirtualItem (AkiraNetwork.VirtualStorageLibrary.VirtualItem.html).
(AkiraNetwork.VirtualStorageLibrary.VirtualItem.html)
VirtualNodeContext
(AkiraNetwork.VirtualStorageLibrary.VirtualItem.html)
VirtualNodeExtensions

VirtualItemAdapter<T> (AkiraNetwork.VirtualStorageLibrary.VirtualItemAdapter-1.html)

Adapter class to simplify operations on virtual items. Reduces the need for casting and simplifies code, allowing users to easily manage specific node types.

VirtualItem<T> (AkiraNetwork.VirtualStorageLibrary.VirtualItem-1.html)

Represents a virtual item. A virtual item is an object used to manage item data within the virtual storage. It holds item data based on the user-defined type T, facilitating the management and manipulation of various library content.

(AkiraNetwork.VirtualStorageLibrary.VirtualItemAdapter-1.html)

Virtual items ensure that the actual data is distinctly present. If the user-defined type T implements the IVirtualDeepCloneable (AkiraNetwork.VirtualStorageLibrary.VirtualDeepCloneable-1.html) interface, a deep clone of (AkiraNetwork.VirtualStorageLibrary.VirtualItemAdapter-1.html) separate instances. If this interface is not implemented, shallow copies may result in multiple items referencing the same instance of the item data.

(AkiraNetwork.VirtualStorageLibrary.VirtualItemAdapter-1.html)

VirtualNode (AkiraNetwork.VirtualStorageLibrary.VirtualNode.html)

Represents an abstract class for nodes.

NotifyNodeDelegate

(AkiraNetwork.VirtualStorageLibrary.VirtualNode.html)

VirtualNodeContext

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeContext.html)

A class that holds context information for a node. It is returned during or after path traversal, providing information about the node, path, parent directory, depth, index, resolved path, and symbolic link.

VirtualDirectory

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeContext.html)

VirtualNodeExtensions<

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeExtensions.html)

Provides extension methods for operations on virtual nodes in the Virtual Storage Library.

VirtualException

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeExtensions.html)

VirtualNodeName (AkiraNetwork.VirtualStorageLibrary.VirtualNodeName.html)

Represents the name of a virtual node. This class handles the generation, validation, and comparison of node names.

VirtualID

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeName.html)

VirtualNodeNotFoundException

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeNotFoundException.html)

The exception that is thrown when a node is not found in the virtual storage.

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeNotFoundException.html)

1.html)

VirtualPath (AkiraNetwork.VirtualStorageLibrary.VirtualPath.html)

Represents a path within the virtual storage. Provides functionality for manipulating, comparing, normalizing, and splitting paths.

VirtualNode

(AkiraNetwork.VirtualStorageLibrary.VirtualPath.html)

VirtualSortCondition<T>

(AkiraNetwork.VirtualStorageLibrary.VirtualSortCondition-1.html)

VirtualNodeExtensions

Represents the conditions for sorting data, holding the property to sort by and the order (ascending or descending).

VirtualStorageExtensions

(AkiraNetwork.VirtualStorageLibrary.VirtualStorageExtensions.html)

Provides extension methods for various operations on collections in the Virtual Storage Library.

- AkiraNetwork.VirtualStorageLibrary.VirtualStorageSettings

(AkiraNetwork.VirtualStorageLibrary.VirtualStorageSettings.html)

Manages settings for the virtual storage. This class implements the singleton pattern and holds default settings and various parameters.

(AkiraNetwork.VirtualStorageLibrary

IVirtualDeepCloneable<T>

VirtualStorageState (AkiraNetwork.VirtualStorageLibrary.VirtualStorageState.html)

Manages the state of the virtual storage. This class implements the singleton pattern and maintains the current settings and state.

(AkiraNetwork.VirtualStorageLibrary

NotifyNodeDelegate

VirtualStorage<T> (AkiraNetwork.VirtualStorageLibrary.VirtualStorage-1.html)

Manages virtual storage containing user-defined type T item data.

(AkiraNetwork.VirtualStorageLibrary

VirtualCycleDetector

VirtualSymbolicLink

(AkiraNetwork.VirtualStorageLibrary.VirtualSymbolicLink.html)

Represents a virtual symbolic link. A virtual symbolic link provides a virtual reference to other nodes (directories, items, or other symbolic links). This class represents symbolic links within the virtual storage library and manages paths to other nodes.

(AkiraNetwork.VirtualStorageLibrary

The virtual symbolic link supports the concept of NULL links. When the TargetPath is null, the link resolution is not performed during path resolution. This feature can be useful when the target is undefined or dynamically determined.

VirtualGroupCondition<T, TKey>

(AkiraNetwork.VirtualStorageLibrary

2.html)

VirtualSymbolicLinkAdapter<T>

(AkiraNetwork.VirtualStorageLibrary.VirtualSymbolicLinkAdapter-1.html)

Adapter class to simplify operations on virtual symbolic links. Reduces the need for casting and simplifies code, allowing users to use virtual storage specific node types.

VirtualItemAdapter<T>

(AkiraNetwork.VirtualStorageLibrary

Structs

VirtualItem<T>

(AkiraNetwork.VirtualStorageLibrary

1.html)

VirtualID (AkiraNetwork.VirtualStorageLibrary.VirtualID.html)

A structure representing a unique identifier within the virtual storage library. This identifier is based on a randomly generated UUID version 4 (UUIDv4). UUIDv4 is a 128-bit value that ensures high uniqueness and has strong cryptographic properties.

VirtualNodeContext

(AkiraNetwork.VirtualStorageLibrary

VirtualNodeExtensions

VirtualNodeListConditions

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeListConditions.html)

Represents the conditions for creating a list of virtual nodes.

Interfaces



IVirtualDeepCloneable<T>

(AkiraNetwork.VirtualStorageLibrary.IVirtualDeepCloneable-1.html)

Provides functionality to create deep clones of type T.

(AkiraNetwork.VirtualStorageLibrary.IVirtualDeepCloneable-1.html)

ActionNodeDelegate

IVirtualWildcardMatcher

(AkiraNetwork.VirtualStorageLibrary.IVirtualWildcardMatcher.html)

Provides functionality for wildcard matching.

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IVirtualWildcardMatcher

Enums

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeType.html)

NotifyNodeDelegate

VirtualNodeType (AkiraNetwork.VirtualStorageLibrary.VirtualNodeType.html)

PatternMatch

Specifies the types of virtual nodes.

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeType.html)

VirtualCycleDetector

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeTypeFilter.html)

VirtualNodeTypeFilter

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeTypeFilter.html)

Specifies the filters for virtual node types.

VirtualDirectoryAdapter<T>

(AkiraNetwork.VirtualStorageLibrary.VirtualException.html)

Delegates

VirtualException

(AkiraNetwork.VirtualStorageLibrary.VirtualGroupCondition<T, TKey>.html)

ActionNodeDelegate

(AkiraNetwork.VirtualStorageLibrary.ActionNodeDelegate.html)

A delegate used to perform an action on a specific node during node traversal.

VirtualID

(AkiraNetwork.VirtualStorageLibrary.VirtualItem.html)

NotifyNodeDelegate

(AkiraNetwork.VirtualStorageLibrary.NotifyNodeDelegate.html)

A delegate used to notify the status of a specific node during node traversal.

(AkiraNetwork.VirtualStorageLibrary.VirtualItemAdapter<T>.html)

1.html)

PatternMatch (AkiraNetwork.VirtualStorageLibrary.PatternMatch.html)

A delegate used to determine if a node name matches a pattern.

1.html)

VirtualNode

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeContext.html)

VirtualNodeContext

(AkiraNetwork.VirtualStorageLibrary.VirtualNodeExtensions.html)

VirtualNodeExtensions



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