

Remadentia Developer Documentation

FileEncryptor

<code>FileEncryptor()</code>	Constructor to instantiate the object
<code>SetFile (string source)</code>	Set the file by providing the source path
<code>SetPIN (string PIN)</code>	Set a PIN for encryption or decryption
<code>Encrypt ()</code>	To encrypt
<code>Decrypt ()</code>	To decrypt

FileManager

<code>CreateReport (string path)</code>	To create an empty report to the specified path
<code>DeleteReport (string path)</code>	Delete a specified report
<code>WriteReport (string path, string Textcontain)</code>	Write a report with content
<code>SeparateReports (string fromDir, string toDirFolder)</code>	For each therapists, there is one report that contains all the reports of all his/her patients. This function will separate the report into a folder
<code>CombineReports (string fromFolderDir, string toDir)</code>	To combine all the reports for each patients into one report
<code>clearField ()</code>	To clear the text field
<code>convert ()</code>	Convert textfield text to string
<code>FileManager ()</code>	Constructor

AddSongWithButtons

<code>Start ()</code>	Add a list of songs as buttons on start of application
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SongListButtonHandler

<code>GetURL(string fileName)</code>	Provide a song file name and return the download link
<code>convert ()</code>	To convert text to string
<code>DownloadAndPlay ()</code>	Download and play the song with provided URL (as an instance of class)
<code>IEnumerator SoundRequest(string url, Action<UnityWebRequest> callback)</code>	Unity sound request

PlayButtonHandler

<code>PlayOrPause ()</code>	Play audio clip or pause it based on current status
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