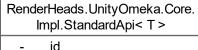
## RenderHeads.UnityOmeka.Core. Interface.IAPI< T > + SetRestEndPoint() + SetCredentials() + Search() + SearchItems() + SearchItemSets() + SearchMedia()



- \_.u - key
  - endpoint
- + Search()
- + SetCredentials()
- + SetRestEndPoint()
- + SearchItemSets()
- + SearchItems()+ SearchMedia()
  - GenerateParameters()