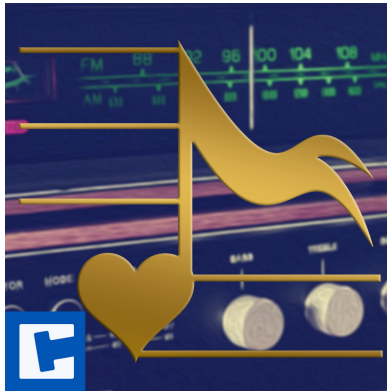


Radio PRO

Music matters



API

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1 Namespace Index	1
1.1 Packages	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	9
3.1 Class List	9
4 Namespace Documentation	19
4.1 Crosstales Namespace Reference	19
4.2 Crosstales.Common Namespace Reference	19
4.3 Crosstales.Common.Audio Namespace Reference	19
4.4 Crosstales.Common.EditorTask Namespace Reference	19
4.5 Crosstales.Common.EditorUtil Namespace Reference	20
4.6 Crosstales.Common.Model Namespace Reference	20
4.7 Crosstales.Common.Model.Enum Namespace Reference	20
4.7.1 Enumeration Type Documentation	20
4.7.1.1 Platform	20
4.7.1.2 SampleRate	20
4.8 Crosstales.Common.Util Namespace Reference	21
4.9 Crosstales.Internal Namespace Reference	22
4.10 Crosstales.NLayer Namespace Reference	22
4.11 Crosstales.NLayer.Decoder Namespace Reference	22
4.12 Crosstales.NVorbis Namespace Reference	23
4.13 Crosstales.NVorbis.Ogg Namespace Reference	23
4.14 Crosstales.Radio Namespace Reference	24
4.15 Crosstales.Radio.Apollo Namespace Reference	24
4.16 Crosstales.Radio.AudioVisualizer Namespace Reference	25
4.17 Crosstales.Radio.Demo Namespace Reference	25
4.18 Crosstales.Radio.EditorExtension Namespace Reference	25
4.19 Crosstales.Radio.EditorIntegration Namespace Reference	26
4.20 Crosstales.Radio.EditorTask Namespace Reference	27
4.20.1 Enumeration Type Documentation	27
4.20.1.1 UpdateStatus	27
4.21 Crosstales.Radio.EditorUtil Namespace Reference	27
4.22 Crosstales.Radio.Model Namespace Reference	28
4.23 Crosstales.Radio.Model.Entry Namespace Reference	28
4.24 Crosstales.Radio.Model.Enum Namespace Reference	28
4.24.1 Enumeration Type Documentation	29
4.24.1.1 AudioCodec	29
4.24.1.2 AudioFormat	29
4.24.1.3 DataFormatResource	29

4.24.1.4 DataFormatURL	29
4.24.1.5 PathPrefix	29
4.24.1.6 URLPrefix	29
4.25 Crosstales.Radio.OnRadio Namespace Reference	30
4.26 Crosstales.Radio.OnRadio.Demo Namespace Reference	30
4.27 Crosstales.Radio.OnRadio.EditorExtension Namespace Reference	30
4.28 Crosstales.Radio.OnRadio.Model Namespace Reference	31
4.28.1 Enumeration Type Documentation	31
4.28.1.1 Genre	31
4.28.1.2 ImageResolution	32
4.29 Crosstales.Radio.OnRadio.Model.DARStations Namespace Reference	32
4.30 Crosstales.Radio.OnRadio.Model.Play Namespace Reference	32
4.31 Crosstales.Radio.OnRadio.Model.Songart Namespace Reference	32
4.32 Crosstales.Radio.OnRadio.Provider Namespace Reference	32
4.33 Crosstales.Radio.OnRadio.Service Namespace Reference	33
4.34 Crosstales.Radio.OnRadio.Util Namespace Reference	33
4.35 Crosstales.Radio.Provider Namespace Reference	33
4.36 Crosstales.Radio.RhythmVisualizator Namespace Reference	33
4.37 Crosstales.Radio.Set Namespace Reference	34
4.38 Crosstales.Radio.Tool Namespace Reference	34
4.39 Crosstales.Radio.Util Namespace Reference	34
4.40 Crosstales.Radio.VisualizerStudio Namespace Reference	34
4.41 Crosstales.Radio.VolumetricAudio Namespace Reference	35
4.42 Crosstales.Ude Namespace Reference	35
4.42.1 Enumeration Type Documentation	35
4.42.1.1 DetectionConfidence	35
4.43 Crosstales.Ude.Core Namespace Reference	36
4.43.1 Detailed Description	37
4.44 Crosstales.UI Namespace Reference	38
4.45 Crosstales.UI.Audio Namespace Reference	39
4.46 Crosstales.UI.Util Namespace Reference	39
4.47 HutongGames Namespace Reference	39
4.48 HutongGames.PlayMaker Namespace Reference	39
4.49 HutongGames.PlayMaker.Actions Namespace Reference	39
5 Class Documentation	41
5.1 Crosstales.Radio.EditorTask.AAAConfigLoader Class Reference	41
5.1.1 Detailed Description	41
5.2 Crosstales.Radio.OnRadio.Demo.AccessSettings Class Reference	41
5.2.1 Detailed Description	42
5.3 Crosstales.Radio.AudioEndEvent Class Reference	42
5.4 Crosstales.UI.Audio.AudioFilterController Class Reference	42

5.4.1 Detailed Description	43
5.4.2 Member Function Documentation	43
5.4.2.1 FindAllAudioFilters()	44
5.4.2.2 ResetAudioFilters()	44
5.4.3 Member Data Documentation	44
5.4.3.1 FindAllAudioFiltersOnStart	44
5.5 Crosstales.UI.Audio.AudioSourceController Class Reference	44
5.5.1 Detailed Description	45
5.5.2 Member Function Documentation	45
5.5.2.1 FindAllAudioSources()	45
5.5.2.2 ResetAllAudioSources()	46
5.5.3 Member Data Documentation	46
5.5.3.1 AudioSources	46
5.5.3.2 FindAllAudioSourcesOnStart	46
5.5.3.3 Loop	46
5.5.3.4 Mute	46
5.5.3.5 Pitch	46
5.5.3.6 ResetAudioSourcesOnStart	47
5.5.3.7 StereoPan	47
5.5.3.8 Volume	47
5.6 Crosstales.Radio.Audio.StartEvent Class Reference	47
5.7 Crosstales.Common.Util.BackgroundController Class Reference	48
5.7.1 Detailed Description	48
5.7.2 Member Data Documentation	48
5.7.2.1 Objects	48
5.8 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	48
5.8.1 Detailed Description	49
5.8.2 Member Function Documentation	49
5.8.2.1 AddSymbolsToAllTargets()	49
5.8.2.2 RemoveSymbolsFromAllTargets()	49
5.9 Crosstales.Common.Util.BaseConstants Class Reference	50
5.9.1 Detailed Description	52
5.9.2 Member Data Documentation	53
5.9.2.1 APPLICATION_PATH	53
5.9.2.2 ASSET_3P_PLAYMAKER	53
5.9.2.3 ASSET_3P_ROCKTOMATE	53
5.9.2.4 ASSET_3P_VOLUMETRIC_AUDIO	53
5.9.2.5 ASSET_AUTHOR	53
5.9.2.6 ASSET_AUTHOR_URL	54
5.9.2.7 ASSET_BWF	54
5.9.2.8 ASSET_CT_URL	54
5.9.2.9 ASSET_DJ	54

5.9.2.10 ASSET_FB	54
5.9.2.11 ASSET_OC	54
5.9.2.12 ASSET_RADIO	55
5.9.2.13 ASSET_RTV	55
5.9.2.14 ASSET_SOCIAL_DISCORD	55
5.9.2.15 ASSET_SOCIAL_FACEBOOK	55
5.9.2.16 ASSET_SOCIAL_LINKEDIN	55
5.9.2.17 ASSET_SOCIAL_TWITTER	55
5.9.2.18 ASSET_SOCIAL_YOUTUBE	56
5.9.2.19 ASSET_TB	56
5.9.2.20 ASSET_TPB	56
5.9.2.21 ASSET_TPS	56
5.9.2.22 ASSET_TR	56
5.9.2.23 CMD_WINDOWS_PATH	56
5.9.2.24 DEV_DEBUG	57
5.9.2.25 FACTOR_GB	57
5.9.2.26 FACTOR_KB	57
5.9.2.27 FACTOR_MB	57
5.9.2.28 FLOAT_32768	57
5.9.2.29 FLOAT_TOLERANCE	57
5.9.2.30 FORMAT_NO_DECIMAL_PLACES	58
5.9.2.31 FORMAT_PERCENT	58
5.9.2.32 FORMAT_TWO_DECIMAL_PLACES	58
5.9.2.33 PATH_DELIMITER_UNIX	58
5.9.2.34 PATH_DELIMITER_WINDOWS	58
5.9.2.35 PROCESS_KILL_TIME	58
5.9.2.36 SHOW_BWF_BANNER	59
5.9.2.37 SHOW_DJ_BANNER	59
5.9.2.38 SHOW_FB_BANNER	59
5.9.2.39 SHOW_OC_BANNER	59
5.9.2.40 SHOW_RADIO_BANNER	59
5.9.2.41 SHOW_RTV_BANNER	59
5.9.2.42 SHOW_TB_BANNER	60
5.9.2.43 SHOW_TPB_BANNER	60
5.9.2.44 SHOW_TPS_BANNER	60
5.9.2.45 SHOW_TR_BANNER	60
5.9.3 Property Documentation	60
5.9.3.1 PREFIX_FILE	60
5.10 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference	61
5.10.1 Detailed Description	62
5.10.2 Member Function Documentation	62
5.10.2.1 CreateAsset< T >()	62

5.10.2.2 FindAssetsByType< T >()	63
5.10.2.3 GetBuildNameFromBuildTarget()	63
5.10.2.4 GetBuildTargetForBuildName()	63
5.10.2.5 InstantiatePrefab()	64
5.10.2.6 isValidBuildTarget()	64
5.10.2.7 ReadOnlyTextField()	64
5.10.2.8 RefreshAssetDatabase()	65
5.10.2.9 RestartUnity()	65
5.10.2.10 SeparatorUI()	65
5.11 Crosstales.Radio.OnRadio.Demo.BaseGUIStatic Class Reference	65
5.11.1 Detailed Description	67
5.11.2 Member Data Documentation	67
5.11.2.1 PlayColor	67
5.11.2.2 Player	67
5.11.2.3 Retries	67
5.11.2.4 Service	67
5.11.3 Property Documentation	67
5.11.3.1 Record	68
5.12 Crosstales.Common.Util.BaseHelper Class Reference	68
5.12.1 Detailed Description	70
5.12.2 Member Function Documentation	70
5.12.2.1 CreateString()	70
5.12.2.2 FormatBytesToHRF()	70
5.12.2.3 FormatSecondsToHourMinSec()	71
5.12.2.4 FormatSecondsToHRF()	71
5.12.2.5 GenerateLoremIpsum()	72
5.12.2.6 GetArgument()	72
5.12.2.7 GetArguments()	72
5.12.2.8 HSVToRGB()	73
5.12.2.9 InvokeMethod()	73
5.12.2.10 ISO639ToLanguage()	73
5.12.2.11 LanguageToISO639()	74
5.12.2.12 SplitStringToLines()	74
5.12.3 Member Data Documentation	75
5.12.3.1 isAppleBasedPlatform	75
5.12.3.2 isEditor	75
5.12.3.3 isEditorMode	75
5.12.3.4 isOSBasedPlatform	75
5.12.3.5 isMobilePlatform	76
5.12.3.6 isStandalonePlatform	76
5.12.3.7 isWebPlatform	76
5.12.3.8 isWindowsBasedPlatform	76

5.12.3.9 isWSABasedPlatform	77
5.12.4 Property Documentation	77
5.12.4.1 AndroidAPILevel	77
5.12.4.2 CurrentPlatform	77
5.12.4.3 isAndroidPlatform	77
5.12.4.4 isIL2CPP	78
5.12.4.5 isIOSPlatform	78
5.12.4.6 isLinuxEditor	78
5.12.4.7 isLinuxPlatform	78
5.12.4.8 isMacOSEditor	79
5.12.4.9 isMacOSPlatform	79
5.12.4.10 isPS4Platform	79
5.12.4.11 isTvOSPlatform	79
5.12.4.12 isWebGLPlatform	80
5.12.4.13 isWindowsEditor	80
5.12.4.14 isWindowsPlatform	80
5.12.4.15 isWSAPlatform	80
5.12.4.16 isXboxOnePlatform	81
5.13 Crosstales.Radio.BasePlayer Class Reference	81
5.13.1 Detailed Description	83
5.13.2 Member Function Documentation	83
5.13.2.1 Mute()	84
5.13.2.2 MuteOrUnmute()	84
5.13.2.3 Play()	84
5.13.2.4 PlayOrStop()	84
5.13.2.5 Restart()	84
5.13.2.6 Stop()	85
5.13.2.7 Unmute()	85
5.13.3 Member Data Documentation	85
5.13.3.1 isAnyAudioPlaying	85
5.13.3.2 isAnyPlayback	86
5.13.4 Event Documentation	86
5.13.4.1 OnAudioEnd	86
5.13.4.2 OnAudioPlayTimeUpdate	86
5.13.4.3 OnAudioStart	86
5.13.4.4 OnBufferingEnd	86
5.13.4.5 OnBufferingProgressUpdate	87
5.13.4.6 OnBufferingStart	87
5.13.4.7 OnErrorInfo	87
5.13.4.8 OnNextRecordChange	87
5.13.4.9 OnNextRecordDelayUpdate	87
5.13.4.10 OnPlaybackEnd	87

5.13.4.11 OnPlaybackStart	88
5.13.4.12 OnRecordChange	88
5.13.4.13 OnRecordPlayTimeUpdate	88
5.14 HutongGames.PlayMaker.Actions.BaseRadioAction Class Reference	88
5.14.1 Detailed Description	89
5.15 Crosstales.Radio.Model.Entry.BaseRadioEntry Class Reference	89
5.15.1 Detailed Description	90
5.15.2 Constructor & Destructor Documentation	90
5.15.2.1 BaseRadioEntry() [1/2]	90
5.15.2.2 BaseRadioEntry() [2/2]	91
5.15.3 Member Data Documentation	91
5.15.3.1 Bitrate	91
5.15.3.2 BufferSize	92
5.15.3.3 ChunkSize	92
5.15.3.4 City	92
5.15.3.5 Country	92
5.15.3.6 Description	92
5.15.3.7 EnableSource	92
5.15.3.8 ExcludedCodec	93
5.15.3.9 ForceName	93
5.15.3.10 Format	93
5.15.3.11 Genres	93
5.15.3.12 Icon	93
5.15.3.13 IconUrl	93
5.15.3.14 isInitialized	94
5.15.3.15 Language	94
5.15.3.16 Name	94
5.15.3.17 Rating	94
5.15.3.18 Station	94
5.16 Crosstales.Radio.Provider.BaseRadioProvider Class Reference	94
5.16.1 Detailed Description	96
5.16.2 Member Function Documentation	96
5.16.2.1 Load()	96
5.16.2.2 Save()	96
5.16.3 Property Documentation	96
5.16.3.1 AllowOnlyHTTPS	97
5.16.3.2 ClearStationsOnLoad	97
5.16.3.3 LoadOnStart	97
5.16.3.4 LoadOnStartInEditor	97
5.16.4 Event Documentation	97
5.16.4.1 OnProviderReady	97
5.16.4.2 OnStationsChange	98

5.17 Crosstales.Radio.EditorExtension.BaseRadioProviderEditor Class Reference	98
5.17.1 Detailed Description	98
5.18 Crosstales.Radio.OnRadio.Service.BaseService Class Reference	98
5.18.1 Detailed Description	101
5.18.2 Member Function Documentation	101
5.18.2.1 DARStationService()	101
5.18.2.2 Query()	101
5.18.2.3 RecordsByArtist()	101
5.18.2.4 RecordsByStationName()	102
5.18.2.5 RecordsByTitle()	102
5.18.2.6 SongArtService()	103
5.18.2.7 StationsByName()	103
5.18.2.8 StationService()	103
5.18.3 Member Data Documentation	104
5.18.3.1 isValidToken	104
5.18.3.2 TotalRequests	104
5.18.4 Property Documentation	104
5.18.4.1 AwaitDARStationQuery	104
5.18.4.2 AwaitSongArtQuery	105
5.18.4.3 AwaitStationQuery	105
5.18.4.4 DefaultSongIcon	105
5.18.4.5 DefaultStationIcon	105
5.18.4.6 EnableDARStation	105
5.18.4.7 EnableSongArt	105
5.18.4.8 EnableStation	106
5.18.4.9 LoadRecordIcon	106
5.18.4.10 LoadStationIcon	106
5.18.4.11 QueryOnStart	106
5.18.4.12 Token	106
5.18.5 Event Documentation	106
5.18.5.1 OnQueryComplete	107
5.19 Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor Class Reference	107
5.19.1 Detailed Description	107
5.20 Crosstales.Common.EditorTask.BaseSetupResources Class Reference	108
5.20.1 Detailed Description	108
5.21 Crosstales.Ude.Core.BIG5DistributionAnalyser Class Reference	108
5.21.1 Member Function Documentation	108
5.21.1.1 GetOrder()	109
5.22 Crosstales.Ude.Core.Big5Prober Class Reference	109
5.22.1 Member Function Documentation	109
5.22.1.1 HandleData()	109
5.22.1.2 Reset()	110

5.23 Crosstales.Ude.Core.BIG5SMModel Class Reference	110
5.24 Crosstales.Ude.Core.BitPackage Class Reference	111
5.25 Crosstales.NLayer.Decoder.BitReservoir Class Reference	111
5.26 Crosstales.Radio.BufferingEndEvent Class Reference	112
5.27 Crosstales.Radio.BufferingStartEvent Class Reference	112
5.28 Crosstales.Ude.Core.BulgarianModel Class Reference	112
5.29 Crosstales.Radio.Tool.ChangeAudioCodec Class Reference	113
5.29.1 Detailed Description	113
5.30 Crosstales.Ude.Core.CharDistributionAnalyser Class Reference	113
5.30.1 Detailed Description	114
5.30.2 Member Function Documentation	114
5.30.2.1 GetConfidence()	114
5.30.2.2 GetOrder()	114
5.30.2.3 HandleOneChar()	115
5.31 Crosstales.Ude.CharsetDetector Class Reference	115
5.31.1 Detailed Description	116
5.31.2 Member Function Documentation	116
5.31.2.1 Feed()	116
5.31.2.2 IsDone()	117
5.31.2.3 Reset()	117
5.32 Crosstales.Ude.Core.CharsetProber Class Reference	118
5.32.1 Member Function Documentation	119
5.32.1.1 FilterWithEnglishLetters()	119
5.32.1.2 FilterWithoutEnglishLetters()	119
5.32.1.3 HandleData()	119
5.32.1.4 Reset()	120
5.33 Crosstales.Ude.Charsets Class Reference	120
5.33.1 Member Data Documentation	121
5.33.1.1 BIG5	121
5.33.1.2 GB18030	122
5.33.1.3 HZ_GB_2312	122
5.33.1.4 ISO8859_2	122
5.33.1.5 ISO8859_5	122
5.33.1.6 ISO8859_8	122
5.33.1.7 ISO_8859_7	122
5.33.1.8 TIS620	123
5.33.1.9 UCS4_2413	123
5.33.1.10 UCS4_3412	123
5.33.1.11 WIN1251	123
5.33.1.12 WIN1252	123
5.33.1.13 WIN1253	123
5.33.1.14 WIN1255	124

5.34 Crosstales.Ude.Core.CodingStateMachine Class Reference	124
5.34.1 Detailed Description	124
5.35 Crosstales.Radio.EditorTask.CompileDefines Class Reference	124
5.35.1 Detailed Description	125
5.36 Crosstales.Radio.OnRadio.CompileDefines Class Reference	125
5.36.1 Detailed Description	125
5.37 Crosstales.UI.CompileDefines Class Reference	125
5.37.1 Detailed Description	126
5.38 Crosstales.Radio.OnRadio.Demo.ComplexObject Class Reference	126
5.38.1 Detailed Description	126
5.39 Crosstales.Radio.Demo.ComplexObject Class Reference	126
5.39.1 Detailed Description	127
5.40 Crosstales.Radio.Util.Config Class Reference	127
5.40.1 Detailed Description	128
5.40.2 Member Function Documentation	128
5.40.2.1 Load()	128
5.40.2.2 Reset()	128
5.40.2.3 Save()	128
5.40.3 Member Data Documentation	128
5.40.3.1 DEBUG	128
5.40.3.2 DEFAULT_BITRATE	129
5.40.3.3 DEFAULT_BUFFERSIZE	129
5.40.3.4 DEFAULT_CACHESTREAMSIZE	129
5.40.3.5 DEFAULT_CHUNKSIZE	129
5.40.3.6 isLoading	129
5.40.3.7 MAX_CACHESTREAMSIZE	129
5.41 Crosstales.Radio.EditorIntegration.ConfigBase Class Reference	130
5.41.1 Detailed Description	130
5.42 Crosstales.Radio.EditorIntegration.ConfigPreferences Class Reference	130
5.42.1 Detailed Description	131
5.43 Crosstales.Radio.EditorIntegration.ConfigWindow Class Reference	131
5.43.1 Detailed Description	131
5.44 Crosstales.Radio.Util.Constants Class Reference	132
5.44.1 Detailed Description	134
5.44.2 Member Data Documentation	134
5.44.2.1 ASSET_3P_APOLLO_VISUALIZER	134
5.44.2.2 ASSET_3P_AUDIO_VISUALIZER	134
5.44.2.3 ASSET_3P_RHYTHM_VISUALIZATOR	134
5.44.2.4 ASSET_3P_SOUND_SUITE	135
5.44.2.5 ASSET_3P_URL	135
5.44.2.6 ASSET_3P_VISUALIZER_STUDIO	135
5.44.2.7 ASSET_API_URL	135

5.44.2.8 ASSET_BUILD	135
5.44.2.9 ASSET_CHANGED	135
5.44.2.10 ASSET_CONTACT	136
5.44.2.11 ASSET_CREATED	136
5.44.2.12 ASSET_FORUM_URL	136
5.44.2.13 ASSET_MANUAL_URL	136
5.44.2.14 ASSET_NAME	136
5.44.2.15 ASSET_PRO_URL	136
5.44.2.16 ASSET_UPDATE_CHECK_URL	137
5.44.2.17 ASSET_VERSION	137
5.44.2.18 ASSET_VIDEO_PROMO	137
5.44.2.19 ASSET_VIDEO_TUTORIAL	137
5.44.2.20 ASSET_WEB_URL	137
5.44.2.21 DEFAULT_CODEC_MP3	137
5.44.2.22 DEFAULT_CODEC_MP3_WINDOWS	138
5.44.2.23 INITIAL_LIST_SIZE	138
5.44.2.24 INVOKE_DELAY	138
5.44.2.25 MAX_LOAD_WAIT_TIME	138
5.44.2.26 MAX_SHOUTCAST_LOAD_WAIT_TIME	138
5.44.2.27 MAX_WEB_LOAD_WAIT_TIME	138
5.44.2.28 MIN_OGG_BUFFER_SIZE	139
5.44.2.29 OGG_CLEAN_INTERVAL_MAX	139
5.44.2.30 OGG_CLEAN_INTERVAL_MIN	139
5.44.2.31 PLAY_CALL_SPEED	139
5.44.2.32 SHOUTCAST	139
5.45 Crosstales.Radio.OnRadio.Util.Constants Class Reference	139
5.45.1 Detailed Description	140
5.46 Crosstales.NVorbis.Ogg.ContainerReader Class Reference	140
5.46.1 Detailed Description	141
5.46.2 Constructor & Destructor Documentation	141
5.46.2.1 ContainerReader() [1/2]	141
5.46.2.2 ContainerReader() [2/2]	141
5.46.3 Member Function Documentation	142
5.46.3.1 Dispose()	142
5.46.3.2 FindNextStream()	142
5.46.3.3 GetStream()	142
5.46.3.4 GetTotalPageCount()	143
5.46.3.5 Init()	143
5.46.4 Member Data Documentation	143
5.46.4.1 StreamSerials	143
5.46.5 Property Documentation	144
5.46.5.1 CanSeek	144

5.46.5.2 PagesRead	144
5.46.5.3 WasteBits	144
5.46.6 Event Documentation	144
5.46.6.1 NewStream	144
5.47 Crosstales.Radio.Util.Context Class Reference	144
5.47.1 Detailed Description	145
5.47.2 Member Data Documentation	145
5.47.2.1 AllPlayedRecords	145
5.47.2.2 TotalDataRequests	145
5.47.2.3 TotalDataSize	145
5.47.2.4 TotalPlayTime	146
5.48 Crosstales.NVorbis.Ogg.Crc Class Reference	146
5.49 Crosstales.Radio.Tool.CrossFader Class Reference	146
5.49.1 Detailed Description	147
5.49.2 Member Data Documentation	147
5.49.2.1 SourceA	147
5.49.2.2 SourceB	147
5.49.3 Property Documentation	147
5.49.3.1 FaderPosition	147
5.50 Crosstales.Radio.EditorExtension.CrossFaderEditor Class Reference	147
5.50.1 Detailed Description	148
5.51 Crosstales.Radio.EditorIntegration.CrossFaderGameObject Class Reference	148
5.51.1 Detailed Description	148
5.52 Crosstales.Radio.EditorIntegration.CrossFaderMenu Class Reference	148
5.52.1 Detailed Description	148
5.53 Crosstales.Common.Util.CTHelper Class Reference	149
5.53.1 Detailed Description	149
5.54 Crosstales.Common.Util.CTHelperEditor Class Reference	149
5.55 Crosstales.Common.Util.CTPCompileDefines Class Reference	150
5.55.1 Detailed Description	150
5.56 Crosstales.Common.Util.CTPlayerPrefs Class Reference	150
5.56.1 Detailed Description	151
5.56.2 Member Function Documentation	151
5.56.2.1 DeleteAll()	151
5.56.2.2 DeleteKey()	152
5.56.2.3 GetBool()	152
5.56.2.4 GetColor()	152
5.56.2.5 GetDate()	153
5.56.2.6 GetFloat()	153
5.56.2.7 GetInt()	153
5.56.2.8 GetLanguage()	154
5.56.2.9 GetQuaternion()	154

5.56.2.10 GetString()	154
5.56.2.11 GetVector2()	155
5.56.2.12 GetVector3()	155
5.56.2.13 GetVector4()	155
5.56.2.14 HasKey()	156
5.56.2.15 Save()	156
5.56.2.16 SetBool()	156
5.56.2.17 SetColor()	157
5.56.2.18 SetDate()	157
5.56.2.19 SetFloat()	157
5.56.2.20 SetInt()	158
5.56.2.21 SetLanguage()	158
5.56.2.22 SetQuaternion()	158
5.56.2.23 SetString()	158
5.56.2.24 SetVector2()	159
5.56.2.25 SetVector3()	159
5.56.2.26 SetVector4()	159
5.57 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference	160
5.57.1 Detailed Description	160
5.58 Crosstales.Common.Util.CTPProcess Class Reference	160
5.58.1 Detailed Description	162
5.58.2 Member Function Documentation	162
5.58.2.1 Kill() [1/2]	162
5.58.2.2 Kill() [2/2]	162
5.58.2.3 Start() [1/4]	162
5.58.2.4 Start() [2/4]	162
5.58.2.5 Start() [3/4]	163
5.58.2.6 Start() [4/4]	163
5.58.3 Member Data Documentation	163
5.58.3.1 ExitCode	163
5.58.4 Property Documentation	163
5.58.4.1 ExitTime	163
5.58.4.2 Handle	163
5.58.4.3 HasExited	164
5.58.4.4 Id	164
5.58.4.5 isBusy	164
5.58.4.6 StandardError	164
5.58.4.7 StandardOutput	164
5.58.4.8 StartInfo	164
5.58.4.9 StartTime	165
5.59 Crosstales.Common.Util.CTPProcessStartInfo Class Reference	165
5.59.1 Detailed Description	165

5.59.2 Property Documentation	166
5.59.2.1 Arguments	166
5.59.2.2 CreateNoWindow	166
5.59.2.3 FileName	166
5.59.2.4 RedirectStandardError	166
5.59.2.5 RedirectStandardOutput	166
5.59.2.6 StandardErrorEncoding	167
5.59.2.7 StandardOutputEncoding	167
5.59.2.8 UseCmdExecute	167
5.59.2.9 UseShellExecute	167
5.59.2.10 UseThread	167
5.59.2.11 WorkingDirectory	167
5.60 Crosstales.Common.Util.CTScreenshot Class Reference	168
5.60.1 Detailed Description	168
5.60.2 Member Function Documentation	168
5.60.2.1 Capture()	168
5.60.3 Member Data Documentation	169
5.60.3.1 KeyCode	169
5.60.3.2 Prefix	169
5.60.3.3 Scale	169
5.61 Crosstales.Common.Util.CTWebClient Class Reference	169
5.61.1 Detailed Description	170
5.61.2 Property Documentation	170
5.61.2.1 ConnectionLimit	170
5.61.2.2 Timeout	170
5.62 Crosstales.Ude.Core.CyrillicModel Class Reference	170
5.63 Crosstales.NVorbis.DataPacket Class Reference	171
5.63.1 Detailed Description	173
5.63.2 Member Enumeration Documentation	173
5.63.2.1 PacketFlags	173
5.63.3 Constructor & Destructor Documentation	173
5.63.3.1 DataPacket()	173
5.63.4 Member Function Documentation	173
5.63.4.1 Done()	174
5.63.4.2 GetFlag()	174
5.63.4.3 PeekByte()	174
5.63.4.4 Read()	174
5.63.4.5 ReadBit()	175
5.63.4.6 ReadBits()	175
5.63.4.7 ReadByte()	175
5.63.4.8 ReadBytes()	176
5.63.4.9 ReadInt16()	176

5.63.4.10 ReadInt32()	176
5.63.4.11 ReadInt64()	176
5.63.4.12 ReadNextByte()	177
5.63.4.13 ReadUInt16()	177
5.63.4.14 ReadUInt32()	177
5.63.4.15 ReadUInt64()	177
5.63.4.16 ResetBitReader()	178
5.63.4.17 SetFlag()	178
5.63.4.18 SkipBits()	178
5.63.4.19 SkipBytes()	178
5.63.4.20 TryPeekBits()	178
5.63.5 Property Documentation	179
5.63.5.1 BitsRead	179
5.63.5.2 GranuleCount	179
5.63.5.3 GranulePosition	179
5.63.5.4 IsEndOfStream	180
5.63.5.5 IsResync	180
5.63.5.6 Length	180
5.63.5.7 PageGranulePosition	180
5.64 Crosstales.Radio.EditorUtil.EditorConfig Class Reference	180
5.64.1 Detailed Description	181
5.64.2 Member Function Documentation	181
5.64.2.1 Load()	181
5.64.2.2 Reset()	181
5.64.2.3 Save()	182
5.64.3 Member Data Documentation	182
5.64.3.1 COMPILE_DEFINES	182
5.64.3.2 HIERARCHY_ICON	182
5.64.3.3 isLoaded	182
5.64.3.4 PREFAB_AUTOLOAD	182
5.64.3.5 PREFAB_PATH	183
5.64.3.6 UPDATE_CHECK	183
5.64.4 Property Documentation	183
5.64.4.1 ASSET_PATH	183
5.65 Crosstales.Radio.EditorUtil.EditorConstants Class Reference	183
5.65.1 Detailed Description	184
5.65.2 Member Data Documentation	184
5.65.2.1 ASSET_ID	184
5.65.2.2 ASSET_UID	184
5.65.2.3 ASSET_URL	185
5.65.2.4 PREFAB_SUBPATH	185
5.66 Crosstales.Radio.EditorUtil.EditorHelper Class Reference	185

5.66.1 Detailed Description	186
5.66.2 Member Function Documentation	186
5.66.2.1 BannerDJ()	186
5.66.2.2 BannerOC()	186
5.66.2.3 InstantiatePrefab()	186
5.66.3 Member Data Documentation	187
5.66.3.1 GO_ID	187
5.66.3.2 MENU_ID	187
5.67 Crosstales.Radio.ErrorEvent Class Reference	187
5.68 Crosstales.Ude.Core.EscCharsetProber Class Reference	188
5.68.1 Member Function Documentation	188
5.68.1.1 HandleData()	188
5.68.1.2 Reset()	189
5.69 Crosstales.Ude.Core.EUCJPContextAnalyser Class Reference	189
5.70 Crosstales.Ude.Core.EUCJPDistributionAnalyser Class Reference	189
5.70.1 Member Function Documentation	190
5.70.1.1 GetOrder()	190
5.71 Crosstales.Ude.Core.EUCJPProber Class Reference	190
5.71.1 Member Function Documentation	191
5.71.1.1 HandleData()	191
5.71.1.2 Reset()	191
5.72 Crosstales.Ude.Core.EUCJPSTMMModel Class Reference	191
5.73 Crosstales.Ude.Core.EUCKRDistributionAnalyser Class Reference	192
5.73.1 Member Function Documentation	192
5.73.1.1 GetOrder()	192
5.74 Crosstales.Ude.Core.EUCKRProber Class Reference	193
5.74.1 Member Function Documentation	193
5.74.1.1 HandleData()	193
5.74.1.2 Reset()	194
5.75 Crosstales.Ude.Core.EUCKRSMMModel Class Reference	194
5.76 Crosstales.Ude.Core.EUCTWDistributionAnalyser Class Reference	194
5.76.1 Member Function Documentation	195
5.76.1.1 GetOrder()	195
5.77 Crosstales.Ude.Core.EUCTWProber Class Reference	195
5.77.1 Member Function Documentation	195
5.77.1.1 HandleData()	195
5.77.1.2 Reset()	196
5.78 Crosstales.Ude.Core.EUCTWSMMModel Class Reference	196
5.79 Crosstales.Radio.Demo.EventTester Class Reference	197
5.79.1 Detailed Description	197
5.80 Crosstales.ExtensionMethods Class Reference	197
5.80.1 Detailed Description	203

5.80.2 Member Function Documentation	203
5.80.2.1 CTAddNewLines()	203
5.80.2.2 CTAddRange< K, V >()	203
5.80.2.3 CTClearLineEndings()	204
5.80.2.4 CTClearSpaces()	204
5.80.2.5 CTClearTags()	204
5.80.2.6 CTColorRGB()	205
5.80.2.7 CTColorRGBA()	205
5.80.2.8 CTContains()	205
5.80.2.9 CTContainsAll()	206
5.80.2.10 CTContainsAny()	206
5.80.2.11 CTCorrectLossyScale()	207
5.80.2.12 CTDump() [1/8]	207
5.80.2.13 CTDump() [2/8]	207
5.80.2.14 CTDump() [3/8]	208
5.80.2.15 CTDump() [4/8]	208
5.80.2.16 CTDump() [5/8]	208
5.80.2.17 CTDump() [6/8]	210
5.80.2.18 CTDump() [7/8]	210
5.80.2.19 CTDump() [8/8]	210
5.80.2.20 CTDump< K, V >()	212
5.80.2.21 CTDump< T >() [1/2]	212
5.80.2.22 CTDump< T >() [2/2]	213
5.80.2.23 CTEndsWith()	213
5.80.2.24 CTEquals()	214
5.80.2.25 CTFind() [1/3]	214
5.80.2.26 CTFind() [2/3]	214
5.80.2.27 CTFind() [3/3]	215
5.80.2.28 CTFind< T >() [1/3]	215
5.80.2.29 CTFind< T >() [2/3]	216
5.80.2.30 CTFind< T >() [3/3]	216
5.80.2.31 CTFindAll()	216
5.80.2.32 CTFindAll< T >()	217
5.80.2.33 CTFlatten()	217
5.80.2.34 CTFlipHorizontal()	217
5.80.2.35 CTFlipVertical()	218
5.80.2.36 CTFromBase64()	218
5.80.2.37 CTFromBase64ToByteArray()	219
5.80.2.38 CTGetBottom()	219
5.80.2.39 CTGetBounds() [1/2]	219
5.80.2.40 CTGetBounds() [2/2]	220
5.80.2.41 CTGetLeft()	220

5.80.2.42 CTGetLocalCorners() [1/2]	220
5.80.2.43 CTGetLocalCorners() [2/2]	221
5.80.2.44 CTGetLRTB()	221
5.80.2.45 CTGetRight()	222
5.80.2.46 CTGetScreenCorners() [1/2]	222
5.80.2.47 CTGetScreenCorners() [2/2]	222
5.80.2.48 CTGetTop()	224
5.80.2.49 CTHasActiveClip()	224
5.80.2.50 CTHasInvalidChars()	224
5.80.2.51 CTHasLineEndings()	226
5.80.2.52 CTHexToColor()	226
5.80.2.53 CTHexToColor32()	226
5.80.2.54 CTHexToString()	228
5.80.2.55 CTIndexOf() [1/2]	228
5.80.2.56 CTIndexOf() [2/2]	229
5.80.2.57 CTIsAlphanumeric()	229
5.80.2.58 CTIsCreditcard()	229
5.80.2.59 CTIsEmail()	230
5.80.2.60 CTIsInteger()	230
5.80.2.61 CTIsIPv4()	230
5.80.2.62 CTIsNumeric()	231
5.80.2.63 CTIsVisibleFrom()	231
5.80.2.64 CTIsWebsite()	232
5.80.2.65 CTLastIndexOf()	232
5.80.2.66 CTMultiply() [1/3]	232
5.80.2.67 CTMultiply() [2/3]	233
5.80.2.68 CTMultiply() [3/3]	233
5.80.2.69 CTQuaternion() [1/2]	233
5.80.2.70 CTQuaternion() [2/2]	234
5.80.2.71 CTReadFully()	234
5.80.2.72 CTRemoveNewLines()	234
5.80.2.73 CTReplace()	235
5.80.2.74 CTReverse()	235
5.80.2.75 CTRotate180()	236
5.80.2.76 CTRotate270()	236
5.80.2.77 CTRotate90()	236
5.80.2.78 CTSetBottom()	238
5.80.2.79 CTSetLeft()	238
5.80.2.80 CTSetLRTB()	238
5.80.2.81 CTSetRight()	239
5.80.2.82 CTSetTop()	239
5.80.2.83 CTShuffle< T >() [1/2]	239

5.80.2.84 CTShuffle< T >() [2/2]	240
5.80.2.85 CTStartsWith()	240
5.80.2.86 CTTToBase64() [1/2]	240
5.80.2.87 CTTToBase64() [2/2]	241
5.80.2.88 CTTToByteArray() [1/2]	241
5.80.2.89 CTTToByteArray() [2/2]	241
5.80.2.90 CTTToEXR() [1/2]	242
5.80.2.91 CTTToEXR() [2/2]	242
5.80.2.92 CTTToFloatArray()	243
5.80.2.93 CTTToHex()	243
5.80.2.94 CTTToHexRGB() [1/2]	243
5.80.2.95 CTTToHexRGB() [2/2]	244
5.80.2.96 CTTToHexRGBA() [1/2]	244
5.80.2.97 CTTToHexRGBA() [2/2]	244
5.80.2.98 CTTToJPG() [1/2]	245
5.80.2.99 CTTToJPG() [2/2]	245
5.80.2.100 CTTToPNG() [1/2]	245
5.80.2.101 CTTToPNG() [2/2]	247
5.80.2.102 CTTToSprite() [1/2]	247
5.80.2.103 CTTToSprite() [2/2]	247
5.80.2.104 CTTToString()	248
5.80.2.105 CTTToString< T >() [1/2]	248
5.80.2.106 CTTToString< T >() [2/2]	249
5.80.2.107 CTTToTexture()	249
5.80.2.108 CTTToTexture2D() [1/2]	249
5.80.2.109 CTTToTexture2D() [2/2]	250
5.80.2.110 CTTToTGA() [1/2]	250
5.80.2.111 CTTToTGA() [2/2]	250
5.80.2.112 CTTToTitleCase()	251
5.80.2.113 CTVector3() [1/3]	251
5.80.2.114 CTVector3() [2/3]	251
5.80.2.115 CTVector3() [3/3]	252
5.80.2.116 CTVector4() [1/3]	252
5.80.2.117 CTVector4() [2/3]	252
5.80.2.118 CTVector4() [3/3]	253
5.81 Crosstales.Common.Audio.FFTAnalyzer Class Reference	253
5.81.1 Detailed Description	254
5.81.2 Member Data Documentation	254
5.81.2.1 Channel	254
5.81.2.2 Samples	254
5.82 Crosstales.Common.Util.FileHelper Class Reference	254
5.82.1 Detailed Description	255

5.82.2 Member Function Documentation	255
5.82.2.1 CopyFile()	255
5.82.2.2 CopyPath()	256
5.82.2.3 FileHasInvalidChars()	256
5.82.2.4 GetDirectories()	256
5.82.2.5 GetDrives()	257
5.82.2.6 GetFiles()	257
5.82.2.7 GetFilesForName()	257
5.82.2.8 OpenFile()	258
5.82.2.9 PathHasInvalidChars()	258
5.82.2.10 ShowFile()	259
5.82.2.11 ShowPath()	259
5.82.2.12 ValidateFile()	259
5.82.2.13 ValidatePath()	259
5.82.3 Property Documentation	260
5.82.3.1 StreamingAssetsPath	260
5.83 Crosstales.Radio.FilterChangeEvent Class Reference	260
5.84 Crosstales.UI.Util.FPSDisplay Class Reference	260
5.84.1 Detailed Description	261
5.84.2 Member Data Documentation	261
5.84.2.1 FPS	261
5.84.2.2 FrameUpdate	261
5.85 Crosstales.NLayer.Decoder.FrameBase Class Reference	261
5.85.1 Member Function Documentation	262
5.85.1.1 Validate()	262
5.86 Crosstales.Ude.Core.GB18030DistributionAnalyser Class Reference	262
5.86.1 Member Function Documentation	263
5.86.1.1 GetOrder()	263
5.87 Crosstales.Ude.Core.GB18030Prober Class Reference	263
5.87.1 Member Function Documentation	264
5.87.1.1 HandleData()	264
5.87.1.2 Reset()	264
5.88 Crosstales.Ude.Core.GB18030SMMModel Class Reference	264
5.89 Crosstales.Ude.Core.GreekModel Class Reference	265
5.90 Crosstales.Radio.Demo.GUIMain Class Reference	265
5.90.1 Detailed Description	266
5.91 Crosstales.Radio.OnRadio.Demo.GUIOnRadio Class Reference	266
5.91.1 Detailed Description	267
5.91.2 Member Data Documentation	267
5.91.2.1 ItemPrefab	267
5.91.2.2 Player	267
5.91.2.3 Provider	268

5.91.2.4 QueryOnStart	268
5.91.2.5 Service	268
5.92 Crosstales.Radio.Demo.GUIPlayOwnRadio Class Reference	268
5.92.1 Detailed Description	269
5.92.2 Member Data Documentation	269
5.92.2.1 PlayColor	269
5.92.2.2 Player	269
5.92.2.3 Retries	270
5.93 Crosstales.Radio.Demo.GUIPlayRadio Class Reference	270
5.93.1 Detailed Description	271
5.93.2 Member Data Documentation	271
5.93.2.1 PlayColor	271
5.93.2.2 Player	271
5.94 Crosstales.Radio.Demo.GUIPlayStation Class Reference	271
5.94.1 Detailed Description	272
5.94.2 Member Data Documentation	272
5.94.2.1 PlayColor	272
5.94.2.2 Player	273
5.94.2.3 RowLength	273
5.94.2.4 Service	273
5.95 Crosstales.Radio.Demo.GUIRadioplayer Class Reference	273
5.95.1 Detailed Description	274
5.95.2 Member Data Documentation	274
5.95.2.1 ItemPrefab	275
5.95.2.2 Manager	275
5.96 Crosstales.Radio.Demo.GUIRadioStatic Class Reference	275
5.96.1 Detailed Description	276
5.96.2 Member Data Documentation	276
5.96.2.1 PlayColor	276
5.96.2.2 Player	276
5.96.2.3 Retries	277
5.97 Crosstales.Radio.OnRadio.Demo.GUIRecordStatic Class Reference	277
5.97.1 Detailed Description	277
5.98 Crosstales.Radio.OnRadio.Demo.GUIStationStatic Class Reference	278
5.98.1 Detailed Description	278
5.99 Crosstales.Ude.Core.HebrewModel Class Reference	278
5.100 Crosstales.Ude.Core.HebrewProber Class Reference	279
5.100.1 Detailed Description	280
5.100.2 Member Function Documentation	280
5.100.2.1 HandleData()	280
5.100.2.2 Reset()	280
5.101 Crosstales.Radio.Util.Helper Class Reference	281

5.101.1 Detailed Description	282
5.101.2 Member Function Documentation	282
5.101.2.1 AudioCodecForAudioFormat()	282
5.101.2.2 AudioCodecFromString()	282
5.101.2.3 AudioFormatFromString()	283
5.101.2.4 isSane()	283
5.101.2.5 isValidBitrate()	283
5.101.2.6 isValidFormat()	284
5.101.2.7 isValidMP3Bitrate()	284
5.101.2.8 isValidOGGBitrate()	284
5.101.2.9 NearestBitrate()	285
5.101.2.10 NearestMP3Bitrate()	285
5.101.2.11 NearestOGGBitrate()	285
5.101.2.12 SaveAsM3U()	286
5.101.2.13 SaveAsPLS()	286
5.101.2.14 SaveAsXSPF()	286
5.101.3 Member Data Documentation	287
5.101.3.1 isSupportedPlatform	287
5.102 Crosstales.Radio.OnRadio.Util.Helper Class Reference	287
5.102.1 Detailed Description	287
5.103 Crosstales.NLayer.Decoder.Huffman Class Reference	287
5.104 Crosstales.NVorbis.Huffman Class Reference	288
5.105 Crosstales.NVorbis.HuffmanListNode Class Reference	288
5.106 Crosstales.Ude.Core.HungarianModel Class Reference	288
5.107 Crosstales.Ude.Core.HZSMMModel Class Reference	288
5.108 Crosstales.Ude.Core.Ibm855Model Class Reference	289
5.109 Crosstales.Ude.Core.Ibm866Model Class Reference	289
5.110 Crosstales.Ude.ICharsetDetector Interface Reference	290
5.110.1 Member Function Documentation	290
5.110.1.1 DataEnd()	290
5.110.1.2 Feed() [1/2]	290
5.110.1.3 Feed() [2/2]	291
5.110.1.4 IsDone()	291
5.110.1.5 Reset()	291
5.110.2 Property Documentation	292
5.110.2.1 Charset	292
5.110.2.2 Confidence	292
5.111 Crosstales.NVorbis.IContainerReader Interface Reference	292
5.111.1 Detailed Description	293
5.111.2 Member Function Documentation	293
5.111.2.1 FindNextStream()	293
5.111.2.2 GetTotalPageCount()	293

5.111.2.3 Init()	294
5.111.3 Property Documentation	294
5.111.3.1 CanSeek	294
5.111.3.2 PagesRead	294
5.111.3.3 StreamSerials	295
5.111.3.4 WasteBits	295
5.111.4 Event Documentation	295
5.111.4.1 NewStream	295
5.112 Crosstales.NLayer.Decoder.ID3Frame Class Reference	295
5.112.1 Member Function Documentation	296
5.112.1.1 Validate()	296
5.113 Crosstales.NLayer.IMpegFrame Interface Reference	296
5.113.1 Detailed Description	297
5.113.2 Member Function Documentation	297
5.113.2.1 ReadBits()	297
5.113.2.2 Reset()	298
5.113.3 Property Documentation	298
5.113.3.1 BitRate	298
5.113.3.2 BitRateIndex	298
5.113.3.3 ChannelMode	298
5.113.3.4 ChannelModeExtension	299
5.113.3.5 FrameLength	299
5.113.3.6 HasCrc	299
5.113.3.7 IsCopyrighted	299
5.113.3.8 IsCorrupted	299
5.113.3.9 Layer	299
5.113.3.10 SampleCount	300
5.113.3.11 SampleRate	300
5.113.3.12 SampleRateIndex	300
5.113.3.13 Version	300
5.114 Crosstales.NVorbis.IPacketProvider Interface Reference	300
5.114.1 Detailed Description	301
5.114.2 Member Function Documentation	301
5.114.2.1 FindPacket()	301
5.114.2.2 GetGranuleCount()	302
5.114.2.3 GetNextPacket()	302
5.114.2.4 GetPacket()	303
5.114.2.5 GetTotalPageCount()	303
5.114.2.6 PeekNextPacket()	303
5.114.2.7 SeekToPacket()	304
5.114.3 Property Documentation	304
5.114.3.1 CanSeek	304

5.114.3.2 ContainerBits	304
5.114.3.3 StreamSerial	304
5.114.4 Event Documentation	305
5.114.4.1 ParameterChange	305
5.115 Crosstales.Radio.IPlayer Interface Reference	305
5.115.1 Detailed Description	307
5.115.2 Member Function Documentation	307
5.115.2.1 Mute()	307
5.115.2.2 MuteOrUnMute()	307
5.115.2.3 Play()	307
5.115.2.4 PlayOrStop()	307
5.115.2.5 Restart()	307
5.115.2.6 Stop()	308
5.115.2.7 UnMute()	308
5.115.3 Property Documentation	308
5.115.3.1 BufferProgress	308
5.115.3.2 CacheStreamSize	308
5.115.3.3 CaptureDataStream	309
5.115.3.4 Channels	309
5.115.3.5 Codec	309
5.115.3.6 CurrentBufferSize	309
5.115.3.7 CurrentDownloadSpeed	309
5.115.3.8 DataStream	310
5.115.3.9 HandleFocus	310
5.115.3.10 isAudioPlaying	310
5.115.3.11 isBuffering	310
5.115.3.12 isMuted	310
5.115.3.13 isPlayback	311
5.115.3.14 LegacyMode	311
5.115.3.15 NextRecordDelay	311
5.115.3.16 NextRecordInfo	311
5.115.3.17 Pitch	312
5.115.3.18 PlayTime	312
5.115.3.19 RecordInfo	312
5.115.3.20 RecordPlayTime	312
5.115.3.21 SampleRate	312
5.115.3.22 Source	313
5.115.3.23 Station	313
5.115.3.24 StereoPan	313
5.115.3.25 Volume	313
5.116 Crosstales.Radio.Provider.IRadioProvider Interface Reference	313
5.116.1 Detailed Description	314

5.116.2 Member Function Documentation	314
5.116.2.1 Load()	314
5.116.2.2 Save()	314
5.116.3 Property Documentation	315
5.116.3.1 isReady	315
5.116.3.2 RadioEntries	315
5.116.3.3 Stations	315
5.117 Crosstales.Radio.Set.ISet Interface Reference	316
5.117.1 Detailed Description	317
5.117.2 Member Function Documentation	317
5.117.2.1 CountStations()	317
5.117.2.2 GetStations()	317
5.117.2.3 Load()	318
5.117.2.4 NextStation()	318
5.117.2.5 PreviousStation()	318
5.117.2.6 RandomizeStations()	319
5.117.2.7 Save()	319
5.117.2.8 StationFromHashCode()	319
5.117.2.9 StationFromIndex()	320
5.117.2.10 StationsByBitrate()	320
5.117.2.11 StationsByCities()	321
5.117.2.12 StationsByCountries()	321
5.117.2.13 StationsByFormat()	322
5.117.2.14 StationsByGenres()	322
5.117.2.15 StationsByLanguages()	322
5.117.2.16 StationsByName()	323
5.117.2.17 StationsByRating()	323
5.117.2.18 StationsByStation()	324
5.117.2.19 StationsByURL()	324
5.117.3 Property Documentation	324
5.117.3.1 CurrentRandomStationIndex	325
5.117.3.2 CurrentStationIndex	325
5.117.3.3 isReady	325
5.117.3.4 RandomStations	325
5.117.3.5 Stations	325
5.118 Crosstales.Ude.Core.ISO2022CNSMModel Class Reference	326
5.119 Crosstales.Ude.Core.ISO2022JPSMModel Class Reference	326
5.120 Crosstales.Ude.Core.ISO2022KRSMModel Class Reference	326
5.121 Crosstales.NVorbis.IVorbisStreamStatus Interface Reference	327
5.121.1 Member Function Documentation	328
5.121.1.1 ResetStats()	328
5.121.2 Property Documentation	328

5.121.2.1 AudioBits	328
5.121.2.2 Clipped	328
5.121.2.3 EffectiveBitRate	328
5.121.2.4 InstantBitRate	328
5.121.2.5 OverheadBits	329
5.121.2.6 PacketLatency	329
5.121.2.7 PageLatency	329
5.121.2.8 PagesRead	329
5.121.2.9 SecondLatency	329
5.121.2.10 TotalPages	329
5.122 Crosstales.Ude.Core.JapaneseContextAnalyser Class Reference	330
5.123 Crosstales.Radio.Demo.KeyboardController Class Reference	330
5.123.1 Detailed Description	331
5.124 Crosstales.Ude.Core.Koi8rModel Class Reference	331
5.125 Crosstales.Ude.Core.Latin1Prober Class Reference	331
5.125.1 Member Function Documentation	332
5.125.1.1 HandleData()	332
5.125.1.2 Reset()	332
5.126 Crosstales.Ude.Core.Latin2HungarianModel Class Reference	333
5.127 Crosstales.Ude.Core.Latin5BulgarianModel Class Reference	333
5.128 Crosstales.Ude.Core.Latin5Model Class Reference	333
5.129 Crosstales.Ude.Core.Latin7Model Class Reference	334
5.130 Crosstales.Radio.EditorTask.Launch Class Reference	334
5.130.1 Detailed Description	335
5.131 Crosstales.NLayer.Decoder.LayerDecoderBase Class Reference	335
5.132 Crosstales.NLayer.Decoder.LayerIDecoder Class Reference	335
5.133 Crosstales.NLayer.Decoder.LayerIIDecoder Class Reference	336
5.134 Crosstales.NLayer.Decoder.LayerIIDecoderBase Class Reference	336
5.135 Crosstales.NLayer.Decoder.LayerIIIDecoder Class Reference	337
5.135.1 Detailed Description	337
5.136 Crosstales.Radio.Tool.LoadIcon Class Reference	337
5.136.1 Detailed Description	338
5.136.2 Member Function Documentation	338
5.136.2.1 Load() [1/2]	338
5.136.2.2 Load() [2/2]	338
5.137 Crosstales.Radio.Tool.Loudspeaker Class Reference	339
5.137.1 Detailed Description	339
5.137.2 Property Documentation	339
5.137.2.1 Player	339
5.137.2.2 SilenceSource	339
5.138 Crosstales.Radio.EditorExtension.LoudspeakerEditor Class Reference	340
5.138.1 Detailed Description	340

5.139 Crosstales.Radio.EditorIntegration.LoudspeakerGameObject Class Reference	340
5.139.1 Detailed Description	340
5.140 Crosstales.Radio.EditorIntegration.LoudspeakerMenu Class Reference	340
5.140.1 Detailed Description	341
5.141 Crosstales.Ude.Core.MacCyrillicModel Class Reference	341
5.142 Crosstales.Ude.Core.MBCSGroupProber Class Reference	341
5.142.1 Detailed Description	342
5.142.2 Member Function Documentation	342
5.142.2.1 HandleData()	342
5.142.2.2 Reset()	342
5.143 Crosstales.NVorbis.Mdct Class Reference	343
5.144 Crosstales.Common.Util.MemoryCacheStream Class Reference	343
5.144.1 Detailed Description	344
5.144.2 Constructor & Destructor Documentation	344
5.144.2.1 MemoryCacheStream()	344
5.144.3 Member Data Documentation	344
5.144.3.1 CanRead	344
5.144.3.2 CanSeek	344
5.144.3.3 CanWrite	345
5.144.3.4 Length	345
5.144.4 Property Documentation	345
5.144.4.1 Position	345
5.145 Crosstales.NLayer.MpegFile Class Reference	345
5.146 Crosstales.NLayer.Decoder.MpegFrame Class Reference	346
5.146.1 Member Function Documentation	347
5.146.1.1 ReadBits()	347
5.146.1.2 Reset()	347
5.146.1.3 Validate()	347
5.147 Crosstales.NLayer.MpegFrameDecoder Class Reference	348
5.148 Crosstales.NLayer.Decoder.MpegStreamReader Class Reference	348
5.149 Crosstales.Common.Util.NetworkHelper Class Reference	348
5.149.1 Detailed Description	349
5.149.2 Member Function Documentation	349
5.149.2.1 CleanUrl()	349
5.149.2.2 GetIP()	349
5.149.2.3 isValidURL()	350
5.149.2.4 OpenURL()	350
5.149.2.5 RemoteCertificateValidationCallback()	350
5.149.2.6 ValidURLFromFilePath()	351
5.149.3 Property Documentation	351
5.149.3.1 isInternetAvailable	351
5.150 Crosstales.NVorbis.NewStreamEventArgs Class Reference	351

5.150.1 Detailed Description	352
5.150.2 Constructor & Destructor Documentation	352
5.150.2.1 NewStreamEventArgs()	352
5.150.3 Property Documentation	352
5.150.3.1 IgnoreStream	352
5.150.3.2 PacketProvider	353
5.151 Crosstales.Common.EditorTask.NYCheck Class Reference	353
5.151.1 Detailed Description	353
5.152 Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject Class Reference	353
5.152.1 Detailed Description	353
5.153 Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu Class Reference	353
5.153.1 Detailed Description	354
5.154 Crosstales.Radio.OnRadio.Demo.OrderManager Class Reference	354
5.154.1 Member Data Documentation	354
5.154.1.1 GuiOnRadio	354
5.154.1.2 RecordPrefab	355
5.154.1.3 StationPrefab	355
5.155 Crosstales.NVorbis.Ogg.Packet Class Reference	355
5.155.1 Member Function Documentation	355
5.155.1.1 Done()	356
5.155.1.2 ReadNextByte()	356
5.156 Crosstales.NVorbis.Ogg.PacketReader Class Reference	356
5.156.1 Member Function Documentation	357
5.156.1.1 FindPacket()	357
5.156.1.2 GetGranuleCount()	357
5.156.1.3 GetNextPacket()	358
5.156.1.4 GetPacket()	358
5.156.1.5 GetTotalPageCount()	359
5.156.1.6 PeekNextPacket()	359
5.156.1.7 SeekToPacket()	359
5.157 Crosstales.NVorbis.ParameterChangeEventArgs Class Reference	360
5.157.1 Detailed Description	360
5.157.2 Constructor & Destructor Documentation	360
5.157.2.1 ParameterChangeEventArgs()	360
5.157.3 Property Documentation	361
5.157.3.1 FirstPacket	361
5.158 Crosstales.Common.Util.PlatformController Class Reference	361
5.158.1 Detailed Description	362
5.158.2 Member Data Documentation	362
5.158.2.1 Active	362
5.158.2.2 Objects	362
5.158.2.3 Platforms	362

5.159 Crosstales.Radio.PlaybackEndEvent Class Reference	362
5.160 Crosstales.Radio.PlaybackStartEvent Class Reference	363
5.161 Crosstales.Radio.OnRadio.Model.Play.Playlist Class Reference	363
5.161.1 Detailed Description	363
5.162 Crosstales.Radio.OnRadio.Model.Playlist Class Reference	363
5.162.1 Detailed Description	364
5.163 Crosstales.Radio.OnRadio.Service.PlaylistService Class Reference	364
5.163.1 Detailed Description	365
5.163.2 Property Documentation	365
5.163.2.1 Artist	365
5.163.2.2 Callsign	365
5.163.2.3 City	366
5.163.2.4 Country	366
5.163.2.5 Genre	366
5.163.2.6 International	366
5.163.2.7 Language	366
5.163.2.8 Limit	366
5.163.2.9 Title	367
5.164 Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor Class Reference	367
5.164.1 Detailed Description	367
5.165 Crosstales.Radio.ProviderReadyEvent Class Reference	367
5.166 Crosstales.Radio.OnRadio.Service.QueryCompleteEvent Class Reference	368
5.167 Crosstales.Radio.OnRadio.Demo.QueryPlaylist Class Reference	368
5.167.1 Detailed Description	369
5.167.2 Member Data Documentation	369
5.167.2.1 Service	369
5.168 Crosstales.Radio.OnRadio.Demo.QueryReco2 Class Reference	369
5.168.1 Detailed Description	369
5.168.2 Member Data Documentation	370
5.168.2.1 Service	370
5.169 Crosstales.Radio.OnRadio.Demo.QueryTopsongs Class Reference	370
5.169.1 Detailed Description	370
5.169.2 Member Data Documentation	370
5.169.2.1 Service	371
5.170 Crosstales.Radio.Model.Entry.RadioEntryResource Class Reference	371
5.170.1 Detailed Description	371
5.170.2 Constructor & Destructor Documentation	372
5.170.2.1 RadioEntryResource()	372
5.170.3 Member Data Documentation	372
5.170.3.1 DataFormat	372
5.170.3.2 ReadNumberOfStations	372
5.170.3.3 Resource	372

5.171 Crosstales.Radio.Model.Entry.RadioEntryShoutcast Class Reference	373
5.171.1 Detailed Description	373
5.171.2 Constructor & Destructor Documentation	373
5.171.2.1 RadioEntryShoutcast()	373
5.171.3 Member Data Documentation	374
5.171.3.1 ShoutcastID	374
5.172 Crosstales.Radio.Model.Entry.RadioEntryURL Class Reference	374
5.172.1 Detailed Description	375
5.172.2 Constructor & Destructor Documentation	375
5.172.2.1 RadioEntryURL() [1/2]	375
5.172.2.2 RadioEntryURL() [2/2]	375
5.172.3 Member Data Documentation	376
5.172.3.1 DataFormat	376
5.172.3.2 Prefix	376
5.172.3.3 ReadNumberOfStations	376
5.172.3.4 URL	376
5.172.4 Property Documentation	376
5.172.4.1 FinalURL	376
5.173 Crosstales.Radio.Model.Entry.RadioEntryUser Class Reference	377
5.173.1 Detailed Description	377
5.173.2 Constructor & Destructor Documentation	377
5.173.2.1 RadioEntryUser()	378
5.173.3 Member Data Documentation	379
5.173.3.1 DataFormat	379
5.173.3.2 LoadOnlyOnce	379
5.173.3.3 Path	379
5.173.3.4 Prefix	379
5.173.3.5 ReadNumberOfStations	379
5.173.3.6 Resource	380
5.173.4 Property Documentation	380
5.173.4.1 FinalPath	380
5.174 Crosstales.Radio.Model.RadioFilter Class Reference	380
5.174.1 Detailed Description	381
5.174.2 Constructor & Destructor Documentation	381
5.174.2.1 RadioFilter() [1/2]	382
5.174.2.2 RadioFilter() [2/2]	382
5.174.3 Member Data Documentation	382
5.174.3.1 Cities	382
5.174.3.2 Countries	382
5.174.3.3 ExcludeUnsupportedCodecs	382
5.174.3.4 Format	382
5.174.3.5 Genres	383

5.174.3.6 isFiltering	383
5.174.3.7 Languages	383
5.174.3.8 Limit	383
5.174.3.9 Names	384
5.174.3.10 Stations	384
5.174.3.11 Urls	384
5.174.4 Property Documentation	384
5.174.4.1 BitrateMax	384
5.174.4.2 BitrateMin	384
5.174.4.3 RatingMax	384
5.174.4.4 RatingMin	385
5.175 Crosstales.Radio.EditorIntegration.RadioGameObject Class Reference	385
5.175.1 Detailed Description	385
5.176 Crosstales.Radio.RadioManager Class Reference	385
5.176.1 Detailed Description	388
5.176.2 Member Function Documentation	388
5.176.2.1 CountPlayers()	388
5.176.2.2 CountStations()	389
5.176.2.3 GetPlayers()	389
5.176.2.4 GetStations()	389
5.176.2.5 Load()	390
5.176.2.6 Next()	390
5.176.2.7 NextStation()	390
5.176.2.8 PlayAll()	391
5.176.2.9 PlayerFromIndex()	391
5.176.2.10 PlayersByBitrate()	391
5.176.2.11 PlayersByFormat()	392
5.176.2.12 PlayersByGenres()	392
5.176.2.13 PlayersByName()	393
5.176.2.14 PlayersByRating()	393
5.176.2.15 PlayersByStation()	393
5.176.2.16 PlayersByURL()	394
5.176.2.17 Previous()	394
5.176.2.18 PreviousStation()	395
5.176.2.19 RandomizePlayers()	395
5.176.2.20 RandomizeStations()	395
5.176.2.21 Save()	396
5.176.2.22 StationFromHashCode()	396
5.176.2.23 StationFromIndex()	396
5.176.2.24 StationsByBitrate()	397
5.176.2.25 StationsByCities()	397
5.176.2.26 StationsByCountries()	398

5.176.2.27 StationsByFormat()	398
5.176.2.28 StationsByGenres()	398
5.176.2.29 StationsByLanguages()	399
5.176.2.30 StationsByName()	399
5.176.2.31 StationsByRating()	400
5.176.2.32 StationsByStation()	400
5.176.2.33 StationsByURL()	401
5.176.2.34 StopAll() [1/2]	401
5.176.2.35 StopAll() [2/2]	401
5.176.3 Member Data Documentation	401
5.176.3.1 Filter	401
5.176.3.2 InstantiateRadioPlayers	402
5.176.3.3 LoadOnStart	402
5.176.3.4 LoadOnStartInEditor	402
5.176.3.5 Players	402
5.176.3.6 RadioPrefab	402
5.176.3.7 Set	402
5.176.4 Property Documentation	403
5.176.4.1 isAudioPlaying	403
5.176.4.2 isBuffering	403
5.176.4.3 isPlayback	403
5.176.5 Event Documentation	403
5.176.5.1 OnFilterChange	403
5.176.5.2 OnProviderReady	404
5.176.5.3 OnStationsChange	404
5.177 Crosstales.Radio.EditorExtension.RadioManagerEditor Class Reference	404
5.177.1 Detailed Description	404
5.178 HutongGames.PlayMaker.Actions.RadioManagerPlayNext Class Reference	405
5.178.1 Detailed Description	405
5.178.2 Member Data Documentation	405
5.178.2.1 PlayRandom	405
5.178.2.2 RadioManager	406
5.179 HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious Class Reference	406
5.179.1 Detailed Description	406
5.179.2 Member Data Documentation	406
5.179.2.1 PlayRandom	407
5.179.2.2 RadioManager	407
5.180 HutongGames.PlayMaker.Actions.RadioManagerStopAll Class Reference	407
5.180.1 Detailed Description	408
5.180.2 Member Data Documentation	408
5.180.2.1 RadioManager	408
5.181 Crosstales.Radio.EditorIntegration.RadioMenu Class Reference	408

5.181.1 Detailed Description	408
5.182 HutongGames.PlayMaker.Actions.RadioPlay Class Reference	408
5.182.1 Detailed Description	409
5.182.2 Member Data Documentation	409
5.182.2.1 Bitrate	409
5.182.2.2 BufferSize	409
5.182.2.3 CacheStreamSize	410
5.182.2.4 ChunkSize	410
5.182.2.5 RadioName	410
5.182.2.6 RadioPlayer	410
5.182.2.7 Station	410
5.182.2.8 Url	410
5.183 Crosstales.Radio.RadioPlayer Class Reference	411
5.183.1 Detailed Description	413
5.183.2 Member Function Documentation	413
5.183.2.1 Load()	413
5.183.2.2 Mute()	413
5.183.2.3 Play()	413
5.183.2.4 PlayInEditor()	413
5.183.2.5 Restart()	414
5.183.2.6 Save()	414
5.183.2.7 Stop()	414
5.183.2.8 UnMute()	414
5.183.3 Property Documentation	415
5.183.3.1 Delay	415
5.183.3.2 Instance	415
5.183.3.3 PlayOnStart	415
5.184 Crosstales.Radio.EditorExtension.RadioPlayerEditor Class Reference	415
5.184.1 Detailed Description	416
5.185 HutongGames.PlayMaker.Actions.RadioPlayUI Class Reference	416
5.185.1 Detailed Description	417
5.185.2 Member Data Documentation	417
5.185.2.1 RadioName	417
5.185.2.2 RadioPlayer	417
5.185.2.3 Station	417
5.185.2.4 Url	417
5.186 Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio Class Reference	418
5.186.1 Detailed Description	418
5.186.2 Member Function Documentation	418
5.186.2.1 Load()	419
5.186.3 Member Data Documentation	419
5.186.3.1 Services	419

5.187 Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor Class Reference	419
5.187.1 Detailed Description	419
5.188 Crosstales.Radio.Provider.RadioProviderResource Class Reference	420
5.188.1 Detailed Description	420
5.188.2 Property Documentation	420
5.188.2.1 Entries	421
5.189 Crosstales.Radio.EditorExtension.RadioProviderResourceEditor Class Reference	421
5.189.1 Detailed Description	421
5.190 Crosstales.Radio.Provider.RadioProviderShoutcast Class Reference	422
5.190.1 Detailed Description	422
5.190.2 Property Documentation	422
5.190.2.1 Entries	423
5.191 Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor Class Reference	423
5.191.1 Detailed Description	423
5.192 Crosstales.Radio.Provider.RadioProviderURL Class Reference	424
5.192.1 Detailed Description	424
5.192.2 Property Documentation	424
5.192.2.1 Entries	425
5.193 Crosstales.Radio.EditorExtension.RadioProviderURLEditor Class Reference	425
5.193.1 Detailed Description	425
5.194 Crosstales.Radio.Provider.RadioProviderUser Class Reference	426
5.194.1 Detailed Description	427
5.194.2 Member Function Documentation	427
5.194.2.1 Delete()	427
5.194.2.2 EditFile()	427
5.194.2.3 ShowFile()	427
5.194.3 Property Documentation	427
5.194.3.1 Entry	427
5.194.3.2 SaveOnDisable	428
5.195 Crosstales.Radio.EditorExtension.RadioProviderUserEditor Class Reference	428
5.195.1 Detailed Description	428
5.196 Crosstales.Radio.Set.RadioSet Class Reference	428
5.196.1 Detailed Description	430
5.196.2 Member Function Documentation	430
5.196.2.1 CountStations()	430
5.196.2.2 GetStations()	431
5.196.2.3 Load()	431
5.196.2.4 NextStation()	431
5.196.2.5 PreviousStation()	432
5.196.2.6 RandomizeStations()	432
5.196.2.7 Save()	432
5.196.2.8 StationFromHashCode()	433

5.196.2.9 StationFromIndex()	433
5.196.2.10 StationsByBitrate()	433
5.196.2.11 StationsByCities()	434
5.196.2.12 StationsByCountries()	434
5.196.2.13 StationsByFormat()	435
5.196.2.14 StationsByGenres()	435
5.196.2.15 StationsByLanguages()	436
5.196.2.16 StationsByName()	436
5.196.2.17 StationsByRating()	437
5.196.2.18 StationsByStation()	437
5.196.2.19 StationsByURL()	437
5.196.3 Property Documentation	438
5.196.3.1 Filter	438
5.196.3.2 Providers	438
5.196.4 Event Documentation	438
5.196.4.1 OnFilterChange	438
5.196.4.2 OnProviderReady	438
5.196.4.3 OnStationsChange	439
5.197 Crosstales.Radio.EditorExtension.RadioSetEditor Class Reference	439
5.197.1 Detailed Description	439
5.198 Crosstales.Radio.Model.RadioStation Class Reference	439
5.198.1 Detailed Description	441
5.198.2 Constructor & Destructor Documentation	441
5.198.2.1 RadioStation() [1/4]	441
5.198.2.2 RadioStation() [2/4]	442
5.198.2.3 RadioStation() [3/4]	443
5.198.2.4 RadioStation() [4/4]	444
5.198.3 Member Function Documentation	444
5.198.3.1 StationInfo()	444
5.198.3.2 StationInfoLabels()	444
5.198.3.3 ToShortString()	445
5.198.3.4 ToTextLine()	445
5.198.4 Member Data Documentation	445
5.198.4.1 Bitrate	445
5.198.4.2 BufferSize	446
5.198.4.3 Channels	446
5.198.4.4 ChunkSize	446
5.198.4.5 City	446
5.198.4.6 Country	446
5.198.4.7 Description	446
5.198.4.8 ExcludedCodec	447
5.198.4.9 Format	447

5.198.4.10 Genres	447
5.198.4.11 Icon	447
5.198.4.12 IconUrl	447
5.198.4.13 Language	447
5.198.4.14 Name	448
5.198.4.15 PlayedRecords	448
5.198.4.16 Rating	448
5.198.4.17 RequestHeaders	448
5.198.4.18 SampleRate	448
5.198.4.19 ServerInfo	448
5.198.4.20 Station	449
5.198.4.21 TotalDataRequests	449
5.198.4.22 TotalDataSize	449
5.198.4.23 TotalPlayTime	449
5.198.4.24 UpdateDataAtPlay	449
5.198.4.25 Url	449
5.199 Crosstales.Radio.OnRadio.Model.RadioStationExt Class Reference	450
5.199.1 Detailed Description	450
5.200 HutongGames.PlayMaker.Actions.RadioStop Class Reference	450
5.200.1 Detailed Description	451
5.200.2 Member Function Documentation	451
5.200.2.1 OnUpdate()	451
5.200.3 Member Data Documentation	451
5.200.3.1 RadioPlayer	451
5.201 Crosstales.Common.Util.RandomColor Class Reference	452
5.201.1 Detailed Description	452
5.201.2 Member Data Documentation	452
5.201.2.1 AlphaRange	452
5.201.2.2 ChangeInterval	453
5.201.2.3 GrayScale	453
5.201.2.4 HueRange	453
5.201.2.5 Material	453
5.201.2.6 SaturationRange	453
5.201.2.7 UseInterval	453
5.201.2.8 ValueRange	454
5.202 Crosstales.Common.Util.RandomRotator Class Reference	454
5.202.1 Detailed Description	454
5.202.2 Member Data Documentation	454
5.202.2.1 ChangeInterval	455
5.202.2.2 RandomChangeIntervalPerAxis	455
5.202.2.3 RandomRotationAtStart	455
5.202.2.4 SpeedMax	455

5.202.2.5 SpeedMin	455
5.202.2.6 UseInterval	455
5.203 Crosstales.Common.Util.RandomScaler Class Reference	456
5.203.1 Detailed Description	456
5.203.2 Member Data Documentation	456
5.203.2.1 ChangeInterval	456
5.203.2.2 ScaleMax	456
5.203.2.3 ScaleMin	457
5.203.2.4 Uniform	457
5.203.2.5 UseInterval	457
5.204 Crosstales.Radio.OnRadio.Service.Reco2Service Class Reference	457
5.204.1 Detailed Description	458
5.204.2 Property Documentation	458
5.204.2.1 Artist	458
5.204.2.2 International	458
5.204.2.3 Limit	459
5.205 Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor Class Reference	459
5.205.1 Detailed Description	459
5.206 Crosstales.Radio.RecordChangeEvent Class Reference	459
5.207 Crosstales.Radio.Model.RecordInfo Class Reference	460
5.207.1 Detailed Description	461
5.207.2 Constructor & Destructor Documentation	461
5.207.2.1 RecordInfo() [1/2]	461
5.207.2.2 RecordInfo() [2/2]	461
5.207.3 Member Function Documentation	461
5.207.3.1 ToShortString()	461
5.207.4 Member Data Documentation	461
5.207.4.1 Duration	462
5.207.4.2 Icon	462
5.207.4.3 IconUrl	462
5.207.4.4 Info	462
5.207.4.5 Rating	462
5.207.5 Property Documentation	462
5.207.5.1 Artist	463
5.207.5.2 Created	463
5.207.5.3 LyricsUrl	463
5.207.5.4 SpotifyUrl	463
5.207.5.5 StreamTitle	464
5.207.5.6 StreamUrl	464
5.207.5.7 Title	464
5.208 Crosstales.Radio.OnRadio.Model.RecordInfoExt Class Reference	464
5.208.1 Detailed Description	465

5.209 Crosstales.Radio.Model.RequestHeaderTuple Class Reference	465
5.210 Crosstales.NLayer.Decoder.RiffHeaderFrame Class Reference	465
5.210.1 Detailed Description	466
5.210.2 Member Function Documentation	466
5.210.2.1 Validate()	466
5.211 Crosstales.NVorbis.RingBuffer Class Reference	466
5.212 Crosstales.Ude.Core.SBCSGroupProber Class Reference	466
5.212.1 Member Function Documentation	467
5.212.1.1 HandleData()	467
5.212.1.2 Reset()	467
5.213 Crosstales.Radio.Demo.SceneSwitcher Class Reference	468
5.213.1 Detailed Description	468
5.213.2 Member Function Documentation	468
5.213.2.1 Switch()	468
5.214 Crosstales.UI.Util.ScrollRectHandler Class Reference	469
5.214.1 Detailed Description	469
5.215 Crosstales.Ude.Core.SequenceModel Class Reference	469
5.216 Crosstales.Radio.EditorTask.SetAndroid Class Reference	470
5.216.1 Detailed Description	470
5.217 Crosstales.Radio.EditorTask.SetupResources Class Reference	470
5.217.1 Detailed Description	471
5.218 Crosstales.Common.EditorTask.SetupResources Class Reference	471
5.218.1 Detailed Description	471
5.219 Crosstales.Radio.AudioVisualizer.ShowMore Class Reference	471
5.219.1 Detailed Description	472
5.220 Crosstales.Radio.OnRadio.Demo.ShowMore Class Reference	472
5.220.1 Detailed Description	472
5.221 Crosstales.Radio.Apollo.ShowMore Class Reference	472
5.221.1 Detailed Description	473
5.222 Crosstales.Radio.RhythmVisualizator.ShowMore Class Reference	473
5.222.1 Detailed Description	473
5.223 Crosstales.Radio.VisualizerStudio.ShowMore Class Reference	473
5.223.1 Detailed Description	474
5.224 Crosstales.Radio.VolumetricAudio.ShowMore Class Reference	474
5.224.1 Detailed Description	474
5.225 Crosstales.Radio.SimplePlayer Class Reference	474
5.225.1 Detailed Description	478
5.225.2 Member Function Documentation	478
5.225.2.1 CountStations()	478
5.225.2.2 GetStations()	478
5.225.2.3 Load()	479
5.225.2.4 Mute()	479

5.225.2.5 Next() [1/2]	479
5.225.2.6 Next() [2/2]	479
5.225.2.7 NextStation()	480
5.225.2.8 Play()	480
5.225.2.9 Previous() [1/2]	480
5.225.2.10 Previous() [2/2]	480
5.225.2.11 PreviousStation()	481
5.225.2.12 RandomizeStations()	481
5.225.2.13 Restart()	481
5.225.2.14 Save()	482
5.225.2.15 StationFromHashCode()	482
5.225.2.16 StationFromIndex()	482
5.225.2.17 StationsByBitrate()	484
5.225.2.18 StationsByCities()	484
5.225.2.19 StationsByCountries()	485
5.225.2.20 StationsByFormat()	485
5.225.2.21 StationsByGenres()	486
5.225.2.22 StationsByLanguages()	486
5.225.2.23 StationsByName()	486
5.225.2.24 StationsByRating()	487
5.225.2.25 StationsByStation()	487
5.225.2.26 StationsByURL()	488
5.225.2.27 Stop()	488
5.225.2.28 UnMute()	488
5.225.3 Property Documentation	488
5.225.3.1 Filter	489
5.225.3.2 PlayEndless	489
5.225.3.3 Player	489
5.225.3.4 PlayOnStart	489
5.225.3.5 PlayRandom	489
5.225.3.6 Retries	489
5.225.3.7 RetryOnError	490
5.225.3.8 Set	490
5.225.4 Event Documentation	490
5.225.4.1 OnFilterChange	490
5.225.4.2 OnProviderReady	490
5.225.4.3 OnStationChange	490
5.225.4.4 OnStationsChange	490
5.226 Crosstales.Radio.EditorExtension.SimplePlayerEditor Class Reference	491
5.226.1 Detailed Description	491
5.227 HutongGames.PlayMaker.Actions.SimplePlayerPlay Class Reference	491
5.227.1 Detailed Description	492

5.227.2 Member Data Documentation	492
5.227.2.1 SimplePlayer	492
5.228 HutongGames.PlayMaker.Actions.SimplePlayerPlayNext Class Reference	492
5.228.1 Detailed Description	493
5.228.2 Member Data Documentation	493
5.228.2.1 PlayRandom	493
5.228.2.2 SimplePlayer	493
5.229 HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious Class Reference	493
5.229.1 Detailed Description	494
5.229.2 Member Data Documentation	494
5.229.2.1 PlayRandom	494
5.229.2.2 SimplePlayer	494
5.230 HutongGames.PlayMaker.Actions.SimplePlayerStop Class Reference	495
5.230.1 Detailed Description	495
5.230.2 Member Data Documentation	495
5.230.2.1 SimplePlayer	495
5.231 Crosstales.Ude.Core.SingleByteCharSetProber Class Reference	496
5.231.1 Member Function Documentation	496
5.231.1.1 HandleData()	496
5.231.1.2 Reset()	497
5.232 Crosstales.Common.Util.Singleton< T > Class Template Reference	497
5.232.1 Detailed Description	498
5.232.2 Member Function Documentation	498
5.232.2.1 CreateInstance()	498
5.232.2.2 DeleteInstance()	499
5.232.3 Member Data Documentation	499
5.232.3.1 GameObjectName	499
5.232.3.2 PrefabPath	499
5.232.4 Property Documentation	499
5.232.4.1 DontDestroy	499
5.232.4.2 Instance	499
5.233 Crosstales.Common.Util.SingletonHelper Class Reference	500
5.233.1 Detailed Description	500
5.234 Crosstales.Ude.Core.SJISContextAnalyser Class Reference	500
5.235 Crosstales.Ude.Core.SJISDistributionAnalyser Class Reference	501
5.235.1 Member Function Documentation	501
5.235.1.1 GetOrder()	501
5.236 Crosstales.Ude.Core.SJISProber Class Reference	502
5.236.1 Detailed Description	502
5.236.2 Member Function Documentation	502
5.236.2.1 HandleData()	502
5.236.2.2 Reset()	503

5.237 Crosstales.Ude.Core.SJISMMModel Class Reference	503
5.238 Crosstales.Ude.Core.SMModel Class Reference	504
5.238.1 Detailed Description	505
5.239 Crosstales.UI.Social Class Reference	505
5.239.1 Detailed Description	505
5.240 Crosstales.Radio.OnRadio.Model.Song Class Reference	505
5.240.1 Detailed Description	506
5.241 Crosstales.Radio.OnRadio.Model.Songart.Song Class Reference	506
5.241.1 Detailed Description	506
5.242 Crosstales.Radio.OnRadio.Model.Songart.Songs Class Reference	507
5.242.1 Detailed Description	507
5.243 Crosstales.Radio.OnRadio.Model.Songs Class Reference	507
5.243.1 Detailed Description	507
5.244 Crosstales.Common.Audio.SpectrumVisualizer Class Reference	508
5.244.1 Detailed Description	508
5.244.2 Member Data Documentation	508
5.244.2.1 Analyzer	508
5.244.2.2 Gain	508
5.244.2.3 LeftToRight	509
5.244.2.4 VisualPrefab	509
5.244.2.5 Width	509
5.245 Crosstales.UI.StaticManager Class Reference	509
5.245.1 Detailed Description	510
5.246 Crosstales.Radio.OnRadio.Model.DARStations.Station Class Reference	510
5.246.1 Detailed Description	510
5.247 Crosstales.Radio.OnRadio.Model.Play.Station Class Reference	511
5.247.1 Detailed Description	511
5.248 Crosstales.Radio.StationChangeEvent Class Reference	511
5.249 Crosstales.Radio.OnRadio.Model.Stations Class Reference	511
5.249.1 Detailed Description	512
5.250 Crosstales.Radio.OnRadio.Model.DARStations.Stations Class Reference	512
5.250.1 Detailed Description	512
5.251 Crosstales.Radio.StationsChangeEvent Class Reference	513
5.252 Crosstales.Radio.Tool.StreamSaver Class Reference	513
5.252.1 Detailed Description	514
5.252.2 Property Documentation	514
5.252.2.1 AddStationName	514
5.252.2.2 AddTimestamp	514
5.252.2.3 OutputPath	514
5.252.2.4 Player	514
5.252.2.5 RecordStartDelay	514
5.252.2.6 RecordStopDelay	515

5.252.2.7 SilenceSource	515
5.253 Crosstales.Radio.EditorExtension.StreamSaverEditor Class Reference	515
5.253.1 Detailed Description	515
5.254 Crosstales.Radio.EditorIntegration.StreamSaverGameObject Class Reference	516
5.254.1 Detailed Description	516
5.255 Crosstales.Radio.EditorIntegration.StreamSaverMenu Class Reference	516
5.255.1 Detailed Description	516
5.256 Crosstales.Common.Util.SurviveSceneSwitch Class Reference	516
5.256.1 Detailed Description	517
5.256.2 Member Data Documentation	517
5.256.2.1 Survivors	517
5.257 Crosstales.Radio.Demo.TestAllStations Class Reference	517
5.257.1 Detailed Description	518
5.258 Crosstales.Ude.Core.ThaiModel Class Reference	518
5.259 Crosstales.Radio.OnRadio.Service.TopsongsService Class Reference	518
5.259.1 Detailed Description	519
5.259.2 Property Documentation	519
5.259.2.1 Genre	519
5.259.2.2 International	519
5.259.2.3 Limit	520
5.260 Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor Class Reference	520
5.260.1 Detailed Description	520
5.261 Crosstales.Radio.OnRadio.Model.Uberurl Class Reference	520
5.261.1 Detailed Description	521
5.262 Crosstales.Ude.Core.UCS2BESMMModel Class Reference	521
5.263 Crosstales.Ude.Core.UCS2LESMMModel Class Reference	521
5.264 Crosstales.UI.UIDrag Class Reference	522
5.264.1 Detailed Description	522
5.265 Crosstales.UI.UIFocus Class Reference	522
5.265.1 Detailed Description	523
5.265.2 Member Function Documentation	523
5.265.2.1 OnPanelEnter()	523
5.265.3 Member Data Documentation	523
5.265.3.1 ManagerName	523
5.266 Crosstales.UI.UIHint Class Reference	524
5.266.1 Detailed Description	524
5.266.2 Member Data Documentation	524
5.266.2.1 Delay	524
5.266.2.2 Disable	525
5.266.2.3 FadeAtStart	525
5.266.2.4 FadeTime	525
5.266.2.5 Group	525

5.267 Crosstales.UI.UIResize Class Reference	525
5.267.1 Detailed Description	526
5.267.2 Member Data Documentation	526
5.267.2.1 IgnoreMaxSize	526
5.267.2.2 MaxSize	526
5.267.2.3 MinSize	526
5.267.2.4 SpeedFactor	527
5.268 Crosstales.UI.UIWindowManager Class Reference	527
5.268.1 Detailed Description	527
5.268.2 Member Function Documentation	527
5.268.2.1 ChangeState()	527
5.268.3 Member Data Documentation	528
5.268.3.1 Windows	528
5.269 Crosstales.Ude.Core.UniversalDetector Class Reference	528
5.269.1 Member Function Documentation	529
5.269.1.1 DataEnd()	529
5.269.1.2 Reset()	529
5.269.2 Member Data Documentation	529
5.269.2.1 FILTER_CHINESE	530
5.269.2.2 FILTER_CJK	530
5.270 Crosstales.Radio.EditorTask.UpdateCheck Class Reference	530
5.270.1 Detailed Description	530
5.271 Crosstales.Ude.Core.UTF8Prober Class Reference	531
5.271.1 Member Function Documentation	531
5.271.1.1 HandleData()	531
5.271.1.2 Reset()	532
5.272 Crosstales.Ude.Core.UTF8SMMModel Class Reference	532
5.273 Crosstales.NVorbis.Utils Class Reference	532
5.274 Crosstales.NLayer.Decoder.VBRInfo Class Reference	532
5.275 Crosstales.NVorbis.VorbisCodebook Class Reference	533
5.276 Crosstales.NVorbis.VorbisFloor Class Reference	533
5.277 Crosstales.NVorbis.VorbisMapping Class Reference	533
5.278 Crosstales.NVorbis.VorbisMode Class Reference	533
5.279 Crosstales.NVorbis.VorbisReader Class Reference	534
5.279.1 Member Function Documentation	535
5.279.1.1 ClearParameterChange()	535
5.279.1.2 FindNextStream()	535
5.279.1.3 ReadSamples()	535
5.279.1.4 SwitchStreams()	536
5.279.2 Property Documentation	536
5.279.2.1 Channels	536
5.279.2.2 ClipSamples	536

5.279.2.3 Comments	537
5.279.2.4 ContainerOverheadBits	537
5.279.2.5 DecodedPosition	537
5.279.2.6 DecodedTime	537
5.279.2.7 IsParameterChange	537
5.279.2.8 LowerBitrate	537
5.279.2.9 NominalBitrate	538
5.279.2.10 SampleRate	538
5.279.2.11 Stats	538
5.279.2.12 StreamCount	538
5.279.2.13 StreamIndex	538
5.279.2.14 TotalTime	538
5.279.2.15 UpperBitrate	539
5.279.2.16 Vendor	539
5.280 Crosstales.NVorbis.VorbisResidue Class Reference	539
5.281 Crosstales.NVorbis.VorbisStreamDecoder Class Reference	539
5.281.1 Member Function Documentation	540
5.281.1.1 ResetStats()	540
5.282 Crosstales.NVorbis.VorbisTime Class Reference	540
5.283 Crosstales.Common.Audio.WavMaster Class Reference	540
5.283.1 Detailed Description	541
5.283.2 Member Function Documentation	541
5.283.2.1 BitDepth()	541
5.283.2.2 FromAudioClip() [1/2]	542
5.283.2.3 FromAudioClip() [2/2]	542
5.283.2.4 ToAudioClip() [1/3]	542
5.283.2.5 ToAudioClip() [2/3]	543
5.283.2.6 ToAudioClip() [3/3]	543
5.284 Crosstales.Internal.WebGLCopyAndPaste Class Reference	544
5.284.1 Detailed Description	544
5.285 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference	544
5.286 Crosstales.Ude.Core.Win1250HungarianModel Class Reference	545
5.287 Crosstales.Ude.Core.Win1251BulgarianModel Class Reference	545
5.288 Crosstales.Ude.Core.Win1251Model Class Reference	545
5.289 Crosstales.Ude.Core.Win1253Model Class Reference	546
5.290 Crosstales.Ude.Core.Win1255Model Class Reference	546
5.291 Crosstales.UI.WindowManager Class Reference	547
5.291.1 Detailed Description	547
5.291.2 Member Data Documentation	547
5.291.2.1 ClosedAtStart	547
5.291.2.2 Dependencies	547
5.291.2.3 Speed	548

5.292 Crosstales.Common.Util.XmlHelper Class Reference	548
5.292.1 Detailed Description	548
5.292.2 Member Function Documentation	548
5.292.2.1 DeserializeFromFile< T >()	548
5.292.2.2 DeserializeFromResource< T >()	549
5.292.2.3 DeserializeFromString< T >()	549
5.292.2.4 SerializeToFile< T >()	550
5.292.2.5 SerializeToString< T >()	550
5.293 Crosstales.Radio.Demo.ZInstaller Class Reference	550
5.293.1 Detailed Description	550
6 More information	551
6.1 Homepage	551
6.2 AssetStore	551
6.3 Forum	551
6.4 Documentation	551
6.5 Discord	551
6.6 Demos	551
6.6.1 Windows	551
6.6.2 macOS	552
6.6.3 Linux	552
6.6.4 Android	552
6.7 Videos	552
6.7.1 Promotion	552
6.7.2 Tutorial	552
Index	553

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Crosstales	19
Crosstales.Common	19
Crosstales.Common.Audio	19
Crosstales.Common.EditorTask	19
Crosstales.Common.EditorUtil	20
Crosstales.Common.Model	20
Crosstales.Common.Model.Enum	20
Crosstales.Common.Util	21
Crosstales.Internal	22
Crosstales.NLayer	22
Crosstales.NLayer.Decoder	22
Crosstales.NVorbis	23
Crosstales.NVorbis.Ogg	23
Crosstales.Radio	24
Crosstales.Radio.Apollo	24
Crosstales.Radio.AudioVisualizer	25
Crosstales.Radio.Demo	25
Crosstales.Radio.EditorExtension	25
Crosstales.Radio.EditorIntegration	26
Crosstales.Radio.EditorTask	27
Crosstales.Radio.EditorUtil	27
Crosstales.Radio.Model	28
Crosstales.Radio.Model.Entry	28
Crosstales.Radio.Model.Enum	28
Crosstales.Radio.OnRadio	30
Crosstales.Radio.OnRadio.Demo	30
Crosstales.Radio.OnRadio.EditorExtension	30
Crosstales.Radio.OnRadio.Model	31
Crosstales.Radio.OnRadio.Model.DARStations	32
Crosstales.Radio.OnRadio.Model.Play	32
Crosstales.Radio.OnRadio.Model.Songart	32
Crosstales.Radio.OnRadio.Provider	32
Crosstales.Radio.OnRadio.Service	33
Crosstales.Radio.OnRadio.Util	33
Crosstales.Radio.Provider	33

Crosstales.Radio.RhythmVisualizator	33
Crosstales.Radio.Set	34
Crosstales.Radio.Tool	34
Crosstales.Radio.Util	34
Crosstales.Radio.VisualizerStudio	34
Crosstales.Radio.VolumetricAudio	35
Crosstales.Ude	35
Crosstales.Ude.Core	
Escaped charsets state machines	36
Crosstales.UI	38
Crosstales.UI.Audio	39
Crosstales.UI.Util	39
HutongGames	39
HutongGames.PlayMaker	39
HutongGames.PlayMaker.Actions	39

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Crosstales.Radio.EditorTask.AAACConfigLoader	41
AssetPostprocessor	
Crosstales.Radio.EditorTask.Launch	334
Crosstales.Common.EditorTask.BaseCompileDefines	48
Crosstales.Common.Util.CTPCompileDefines	150
Crosstales.Radio.EditorTask.CompileDefines	124
Crosstales.Radio.OnRadio.CompileDefines	125
Crosstales.UI.CompileDefines	125
Crosstales.Common.Util.BaseConstants	50
Crosstales.Radio.Util.Constants	132
Crosstales.Common.Util.BaseHelper	68
Crosstales.Common.EditorUtil.BaseEditorHelper	61
Crosstales.Radio.EditorUtil.EditorHelper	185
Crosstales.Radio.Util.Helper	281
Crosstales.Radio.Model.Entry.BaseRadioEntry	89
Crosstales.Radio.Model.Entry.RadioEntryResource	371
Crosstales.Radio.Model.Entry.RadioEntryShoutcast	373
Crosstales.Radio.Model.Entry.RadioEntryURL	374
Crosstales.Radio.Model.Entry.RadioEntryUser	377
Crosstales.Common.EditorTask.BaseSetupResources	108
Crosstales.Common.EditorTask.SetupResources	471
Crosstales.Radio.EditorTask.SetupResources	470
Crosstales.Ude.Core.BitPackage	111
Crosstales.NLayer.Decoder.BitReservoir	111
Crosstales.Ude.Core.CharDistributionAnalyser	113
Crosstales.Ude.Core.BIG5DistributionAnalyser	108
Crosstales.Ude.Core.EUCKRDistributionAnalyser	192
Crosstales.Ude.Core.EUCTWDistributionAnalyser	194
Crosstales.Ude.Core.GB18030DistributionAnalyser	262
Crosstales.Ude.Core.SJISDistributionAnalyser	501
Crosstales.Ude.Core.EUCJPDistributionAnalyser	189
Crosstales.Ude.Core.CharsetProber	118
Crosstales.Ude.Core.Big5Prober	109

Crosstales.Ude.Core.EscCharsetProber	188
Crosstales.Ude.Core.EUCJPProber	190
Crosstales.Ude.Core.EUCKRProber	193
Crosstales.Ude.Core.EUCTWProber	195
Crosstales.Ude.Core.GB18030Prober	263
Crosstales.Ude.Core.HebrewProber	279
Crosstales.Ude.Core.Latin1Prober	331
Crosstales.Ude.Core.MBCSGroupProber	341
Crosstales.Ude.Core.SBCSGroupProber	466
Crosstales.Ude.Core.SingleByteCharSetProber	496
Crosstales.Ude.Core.SJISProber	502
Crosstales.Ude.Core.UTF8Prober	531
Crosstales.Ude.Charsets	120
Crosstales.Ude.Core.CodingStateMachine	124
Crosstales.Radio.OnRadio.Demo.ComplexObject	126
Crosstales.Radio.Demo.ComplexObject	126
Crosstales.Radio.Util.Config	127
Crosstales.Radio.OnRadio.Util.Constants	139
Crosstales.Radio.Util.Context	144
Crosstales.NVorbis.Ogg.Crc	146
Crosstales.Radio.EditorIntegration.CrossFaderGameObject	148
Crosstales.Radio.EditorIntegration.CrossFaderMenu	148
Crosstales.Common.Util.CTPlayerPrefs	150
Crosstales.Common.Util.CTPMacOSPostProcessor	160
Crosstales.Common.Util.CTPProcessStartInfo	165
Crosstales.NVorbis.DataPacket	171
Crosstales.NVorbis.Ogg.Packet	355
Editor	
Crosstales.Radio.EditorExtension.BaseRadioProviderEditor	98
Crosstales.Radio.EditorExtension.RadioProviderResourceEditor	421
Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor	423
Crosstales.Radio.EditorExtension.RadioProviderURLEditor	425
Crosstales.Radio.EditorExtension.RadioProviderUserEditor	428
Crosstales.Radio.EditorExtension.RadioSetEditor	439
Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor	419
Editor	
Crosstales.Common.Util.CTHelperEditor	149
Crosstales.Radio.EditorExtension.CrossFaderEditor	147
Crosstales.Radio.EditorExtension.LoudspeakerEditor	340
Crosstales.Radio.EditorExtension.RadioManagerEditor	404
Crosstales.Radio.EditorExtension.RadioPlayerEditor	415
Crosstales.Radio.EditorExtension.SimplePlayerEditor	491
Crosstales.Radio.EditorExtension.StreamSaverEditor	515
Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor	107
Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor	367
Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor	459
Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor	520
Crosstales.Radio.EditorUtil.EditorConfig	180
Crosstales.Radio.EditorUtil.EditorConstants	183
EditorWindow	
Crosstales.Radio.EditorIntegration.ConfigBase	130
Crosstales.Radio.EditorIntegration.ConfigPreferences	130
Crosstales.Radio.EditorIntegration.ConfigWindow	131
EventArgs	
Crosstales.NVorbis.NewStreamEventArgs	351
Crosstales.NVorbis.ParameterChangeEventArgs	360
Crosstales.ExtensionMethods	197
Crosstales.Common.Util.FileHelper	254

Crosstales.NLayer.Decoder.FrameBase	261
Crosstales.NLayer.Decoder.ID3Frame	295
Crosstales.NLayer.Decoder.MpegFrame	346
Crosstales.NLayer.Decoder.RiffHeaderFrame	465
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseRadioAction	88
HutongGames.PlayMaker.Actions.RadioManagerPlayNext	405
HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious	406
HutongGames.PlayMaker.Actions.RadioManagerStopAll	407
HutongGames.PlayMaker.Actions.RadioPlay	408
HutongGames.PlayMaker.Actions.RadioPlayUI	416
HutongGames.PlayMaker.Actions.RadioStop	450
HutongGames.PlayMaker.Actions.SimplePlayerPlay	491
HutongGames.PlayMaker.Actions.SimplePlayerPlayNext	492
HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious	493
HutongGames.PlayMaker.Actions.SimplePlayerStop	495
Crosstales.Radio.OnRadio.Util.Helper	287
Crosstales.NLayer.Decoder.Huffman	287
Crosstales.NVorbis.Huffman	288
Crosstales.NVorbis.HuffmanListNode	288
Crosstales.Ude.ICharsetDetector	290
Crosstales.Ude.CharsetDetector	115
IDisposable	
Crosstales.Common.Util.CTPProcess	160
Crosstales.NLayer.MpegFile	345
Crosstales.NVorbis.IContainerReader	292
Crosstales.NVorbis.Ogg.ContainerReader	140
Crosstales.NVorbis.IPacketProvider	300
Crosstales.NVorbis.Ogg.PacketReader	356
Crosstales.NVorbis.VorbisReader	534
Crosstales.NVorbis.VorbisStreamDecoder	539
IDragHandler	
Crosstales.UI.UIResize	525
Crosstales.NLayer.IMpegFrame	296
Crosstales.NLayer.Decoder.MpegFrame	346
Crosstales.Radio.IPlayer	305
Crosstales.Radio.BasePlayer	81
Crosstales.Radio.RadioPlayer	411
Crosstales.Radio.SimplePlayer	474
IPointerDownHandler	
Crosstales.UI.UIResize	525
Crosstales.Radio.Provider.IRadioProvider	313
Crosstales.Radio.Provider.BaseRadioProvider	94
Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio	418
Crosstales.Radio.Provider.RadioProviderResource	420
Crosstales.Radio.Provider.RadioProviderShoutcast	422
Crosstales.Radio.Provider.RadioProviderURL	424
Crosstales.Radio.Provider.RadioProviderUser	426
Crosstales.Radio.Set.ISet	316
Crosstales.Radio.RadioManager	385
Crosstales.Radio.Set.RadioSet	428
Crosstales.Radio.SimplePlayer	474
Crosstales.NVorbis.IVorbisStreamStatus	327
Crosstales.NVorbis.VorbisStreamDecoder	539
Crosstales.Ude.Core.JapaneseContextAnalyser	330
Crosstales.Ude.Core.EUCJPCContextAnalyser	189

Crosstales.Ude.Core.SJISContextAnalyser	500
Crosstales.NLayer.Decoder.LayerDecoderBase	335
Crosstales.NLayer.Decoder.LayerIIDecoderBase	336
Crosstales.NLayer.Decoder.LayerIDecoder	335
Crosstales.NLayer.Decoder.LayerIIDecoder	336
Crosstales.NLayer.Decoder.LayerIIIDecoder	337
Crosstales.Radio.Tool.LoadIcon	337
Crosstales.Radio.EditorIntegration.LoudspeakerGameObject	340
Crosstales.Radio.EditorIntegration.LoudspeakerMenu	340
Crosstales.NVorbis.Mdct	343
MonoBehaviour	
Crosstales.Common.Audio.FFTAnalyzer	253
Crosstales.Common.Audio.SpectrumVisualizer	508
Crosstales.Common.Util.BackgroundController	48
Crosstales.Common.Util.CTHelper	149
Crosstales.Common.Util.PlatformController	361
Crosstales.Common.Util.RandomColor	452
Crosstales.Common.Util.RandomRotator	454
Crosstales.Common.Util.RandomScaler	456
Crosstales.Common.Util.Singleton< T >	497
Crosstales.Radio.Apollo.ShowMore	472
Crosstales.Radio.AudioVisualizer.ShowMore	471
Crosstales.Radio.BasePlayer	81
Crosstales.Radio.Demo.EventTester	197
Crosstales.Radio.Demo.GUIMain	265
Crosstales.Radio.Demo.GUIPlayOwnRadio	268
Crosstales.Radio.Demo.GUIPlayRadio	270
Crosstales.Radio.Demo.GUIPlayStation	271
Crosstales.Radio.Demo.GUIRadioplayer	273
Crosstales.Radio.Demo.GUIRadioStatic	275
Crosstales.Radio.Demo.KeyboardController	330
Crosstales.Radio.Demo.SceneSwitcher	468
Crosstales.Radio.Demo.TestAllStations	517
Crosstales.Radio.OnRadio.Demo.AccessSettings	41
Crosstales.Radio.OnRadio.Demo.BaseGUIStatic	65
Crosstales.Radio.OnRadio.Demo.GUIRecordStatic	277
Crosstales.Radio.OnRadio.Demo.GUIStationStatic	278
Crosstales.Radio.OnRadio.Demo.GUIOnRadio	266
Crosstales.Radio.OnRadio.Demo.OrderManager	354
Crosstales.Radio.OnRadio.Demo.QueryPlaylist	368
Crosstales.Radio.OnRadio.Demo.QueryReco2	369
Crosstales.Radio.OnRadio.Demo.QueryTopsongs	370
Crosstales.Radio.OnRadio.Demo.ShowMore	472
Crosstales.Radio.OnRadio.Service.BaseService	98
Crosstales.Radio.OnRadio.Service.PlaylistService	364
Crosstales.Radio.OnRadio.Service.Reco2Service	457
Crosstales.Radio.OnRadio.Service.TopsongsService	518
Crosstales.Radio.Provider.BaseRadioProvider	94
Crosstales.Radio.RadioManager	385
Crosstales.Radio.RhythmVisualizator.ShowMore	473
Crosstales.Radio.Set.RadioSet	428
Crosstales.Radio.Tool.ChangeAudioCodec	113
Crosstales.Radio.Tool.CrossFader	146
Crosstales.Radio.Tool.Loudspeaker	339
Crosstales.Radio.Tool.StreamSaver	513
Crosstales.Radio.VisualizerStudio.ShowMore	473
Crosstales.Radio.VolumetricAudio.ShowMore	474
Crosstales.UI.Audio.AudioFilterController	42

Crosstales.UI.Audio.AudioSourceController	44
Crosstales.UI.Social	505
Crosstales.UI.StaticManager	509
Crosstales.UI.UIDrag	522
Crosstales.UI.UIFocus	522
Crosstales.UI.UIHint	524
Crosstales.UI.UIResize	525
Crosstales.UI.UIWindowManager	527
Crosstales.UI.Util.FPSDisplay	260
Crosstales.UI.Util.ScrollRectHandler	469
Crosstales.UI.WindowManager	547
Crosstales.NLayer.MpegFrameDecoder	348
Crosstales.NLayer.Decoder.MpegStreamReader	348
Crosstales.Common.Util.NetworkHelper	348
Crosstales.Common.EditorTask.NYCheck	353
Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject	353
Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu	353
Crosstales.Radio.OnRadio.Model.Play.Playlist	363
Crosstales.Radio.OnRadio.Model.Playlist	363
Crosstales.Radio.Model.RadioFilter	380
Crosstales.Radio.EditorIntegration.RadioGameObject	385
Crosstales.Radio.EditorIntegration.RadioMenu	408
Crosstales.Radio.Model.RadioStation	439
Crosstales.Radio.OnRadio.Model.RadioStationExt	450
Crosstales.Radio.Model.RecordInfo	460
Crosstales.Radio.OnRadio.Model.RecordInfoExt	464
Crosstales.Radio.Model.RequestHeaderTuple	465
Crosstales.NVorbis.RingBuffer	466
Crosstales.Ude.Core.SequenceModel	469
Crosstales.Ude.Core.BulgarianModel	112
Crosstales.Ude.Core.Latin5BulgarianModel	333
Crosstales.Ude.Core.Win1251BulgarianModel	545
Crosstales.Ude.Core.CyrillicModel	170
Crosstales.Ude.Core.Ibm855Model	289
Crosstales.Ude.Core.Ibm866Model	289
Crosstales.Ude.Core.Koi8rModel	331
Crosstales.Ude.Core.Latin5Model	333
Crosstales.Ude.Core.MacCyrillicModel	341
Crosstales.Ude.Core.Win1251Model	545
Crosstales.Ude.Core.GreekModel	265
Crosstales.Ude.Core.Latin7Model	334
Crosstales.Ude.Core.Win1253Model	546
Crosstales.Ude.Core.HebrewModel	278
Crosstales.Ude.Core.Win1255Model	546
Crosstales.Ude.Core.HungarianModel	288
Crosstales.Ude.Core.Latin2HungarianModel	333
Crosstales.Ude.Core.Win1250HungarianModel	545
Crosstales.Ude.Core.ThaiModel	518
Crosstales.Radio.EditorTask.SetAndroid	470
Crosstales.Common.Util.Singleton< CTScreenshot >	497
Crosstales.Common.Util.CTScreenshot	168
Crosstales.Common.Util.Singleton< SurviveSceneSwitch >	497
Crosstales.Common.Util.SurviveSceneSwitch	516
Crosstales.Common.Util.Singleton< WebGLCopyAndPaste >	497
Crosstales.Internal.WebGLCopyAndPaste	544
Crosstales.Common.Util.SingletonHelper	500

Crosstales.Ude.Core.SMModel	504
Crosstales.Ude.Core.BIG5SMModel	110
Crosstales.Ude.Core.EUCJPSMModel	191
Crosstales.Ude.Core.EUCKRSMModel	194
Crosstales.Ude.Core.EUCTWSMModel	196
Crosstales.Ude.Core.GB18030SMModel	264
Crosstales.Ude.Core.HZSMModel	288
Crosstales.Ude.Core.ISO2022CNSMModel	326
Crosstales.Ude.Core.ISO2022JPSMModel	326
Crosstales.Ude.Core.ISO2022KRSMModel	326
Crosstales.Ude.Core.SJISSMModel	503
Crosstales.Ude.Core.UCS2BESMModel	521
Crosstales.Ude.Core.UCS2LESModel	521
Crosstales.Ude.Core.UTF8SMModel	532
Crosstales.Radio.OnRadio.Model.Song	505
Crosstales.Radio.OnRadio.Model.Songart.Song	506
Crosstales.Radio.OnRadio.Model.Songart.Songs	507
Crosstales.Radio.OnRadio.Model.Songs	507
Crosstales.Radio.OnRadio.Model.DARStations.Station	510
Crosstales.Radio.OnRadio.Model.Play.Station	511
Crosstales.Radio.OnRadio.Model.Stations	511
Crosstales.Radio.OnRadio.Model.DARStations.Stations	512
Stream	
Crosstales.Common.Util.MemoryCacheStream	343
Crosstales.Radio.EditorIntegration.StreamSaverGameObject	516
Crosstales.Radio.EditorIntegration.StreamSaverMenu	516
Crosstales.Radio.OnRadio.Model.Uberurl	520
UnityEvent	
Crosstales.Radio.AudioEndEvent	42
Crosstales.Radio.AudioStartEvent	47
Crosstales.Radio.BufferingEndEvent	112
Crosstales.Radio.BufferingStartEvent	112
Crosstales.Radio.ErrorEvent	187
Crosstales.Radio.FilterChangeEvent	260
Crosstales.Radio.OnRadio.Service.QueryCompleteEvent	368
Crosstales.Radio.PlaybackEndEvent	362
Crosstales.Radio.PlaybackStartEvent	363
Crosstales.Radio.ProviderReadyEvent	367
Crosstales.Radio.RecordChangeEvent	459
Crosstales.Radio.StationChangeEvent	511
Crosstales.Radio.StationsChangeEvent	513
Crosstales.Ude.Core.UniversalDetector	528
Crosstales.Ude.CharsetDetector	115
Crosstales.Radio.EditorTask.UpdateCheck	530
Crosstales.NVorbis.Utils	532
Crosstales.NLayer.Decoder.VBRIInfo	532
Crosstales.NVorbis.VorbisCodebook	533
Crosstales.NVorbis.VorbisFloor	533
Crosstales.NVorbis.VorbisMapping	533
Crosstales.NVorbis.VorbisMode	533
Crosstales.NVorbis.VorbisResidue	539
Crosstales.NVorbis.VorbisTime	540
Crosstales.Common.Audio.WavMaster	540
WebClient	
Crosstales.Common.Util.CTWebClient	169
Crosstales.Internal.WebGLCopyAndPasteAPI	544
Crosstales.Common.Util.XmlHelper	548
Crosstales.Radio.Demo.ZInstaller	550

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Crosstales.Radio.EditorTask.AAAConfigLoader	
Loads the configuration at startup	41
Crosstales.Radio.OnRadio.Demo.AccessSettings	
Set the access settings for OnRadio	41
Crosstales.Radio.AudioEndEvent	42
Crosstales.UI.Audio.AudioFilterController	
Controller for audio filters	42
Crosstales.UI.Audio.AudioSourceController	
Controller for AudioSources	44
Crosstales.Radio.AudioStartEvent	47
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background	48
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding and removing the given symbols to PlayerSettings compiler define symbols	48
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset	50
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions	61
Crosstales.Radio.OnRadio.Demo.BaseGUIStatic	
Base-class for a static GUI entry	65
Crosstales.Common.Util.BaseHelper	
Base for various helper functions	68
Crosstales.Radio.BasePlayer	
Base class for all players	81
HutongGames.PlayMaker.Actions.BaseRadioAction	
Base class for Radio-actions in PlayMaker	88
Crosstales.Radio.Model.Entry.BaseRadioEntry	
Base class for radio entries	89
Crosstales.Radio.Provider.BaseRadioProvider	
Base class for radio providers	94
Crosstales.Radio.EditorExtension.BaseRadioProviderEditor	
Base-class for custom editors of children of the 'BaseRadioProvider'-class	98
Crosstales.Radio.OnRadio.Service.BaseService	
Base-class of a service	98
Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor	
Custom editor for the 'BaseService'-class	107

Crosstales.Common.EditorTask.BaseSetupResources	
Base-class for moving all resources to 'Editor Default Resources'	108
Crosstales.Ude.Core.BIG5DistributionAnalyser	108
Crosstales.Ude.Core.Big5Prober	109
Crosstales.Ude.Core.BIG5SMModel	110
Crosstales.Ude.Core.BitPackage	111
Crosstales.NLayer.Decoder.BitReservoir	111
Crosstales.Radio.BufferingEndEvent	112
Crosstales.Radio.BufferingStartEvent	112
Crosstales.Ude.Core.BulgarianModel	112
Crosstales.Radio.Tool.ChangeAudioCodec	
Changes the default audio codec under Windows	113
Crosstales.Ude.Core.CharDistributionAnalyser	
Base class for the Character Distribution Method, used for the CJK encodings	113
Crosstales.Ude.CharsetDetector	
Default implementation of charset detection interface. The detector can be fed by a <code>System.IO.Stream</code> :	
O.Stream:	115
Crosstales.Ude.Core.CharsetProber	118
Crosstales.Ude.Charsets	120
Crosstales.Ude.Core.CodingStateMachine	
Parallel state machine for the Coding Scheme Method	124
Crosstales.Radio.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	124
Crosstales.Radio.OnRadio.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	125
Crosstales.UI.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	125
Crosstales.Radio.OnRadio.Demo.ComplexObject	
A complex object for all parameters of a gui-prefab used in GUIOnRadio	126
Crosstales.Radio.Demo.ComplexObject	
A complex object for all parameters of a gui-prefab used in GUIRadioplayer	126
Crosstales.Radio.Util.Config	
Configuration for the asset	127
Crosstales.Radio.EditorIntegration.ConfigBase	
Base class for editor windows	130
Crosstales.Radio.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension	130
Crosstales.Radio.EditorIntegration.ConfigWindow	
Editor window extension	131
Crosstales.Radio.Util.Constants	
Collected constants of very general utility for the asset	132
Crosstales.Radio.OnRadio.Util.Constants	
Collected constants of very general utility for OnRadio	139
Crosstales.NVorbis.Ogg.ContainerReader	
Provides an IContainerReader implementation for basic Ogg files	140
Crosstales.Radio.Util.Context	
Context for the asset	144
Crosstales.NVorbis.Ogg.Crc	146
Crosstales.Radio.Tool.CrossFader	
Cross fade two AudioSource	146
Crosstales.Radio.EditorExtension.CrossFaderEditor	
Custom editor for the 'CrossFader'-class	147
Crosstales.Radio.EditorIntegration.CrossFaderGameObject	
Editor component for the "Hierarchy"-menu	148
Crosstales.Radio.EditorIntegration.CrossFaderMenu	
Editor component for the "Tools"-menu	148
Crosstales.Common.Util.CTHelper	
Helper to reset the necessary settings	149

Crosstales.Common.Util.CTHelperEditor	149
Crosstales.Common.Util.CTPCompileDefines	
Adds "CT_PROC" define symbol to PlayerSettings define symbols	150
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs	150
Crosstales.Common.Util.CTPMacOSPostProcessor	
Post processor for macOS	160
Crosstales.Common.Util.CTProcess	
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events)	160
Crosstales.Common.Util.CTProcessStartInfo	
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties)	165
Crosstales.Common.Util.CTScreenshot	
Take screen shots inside an application	168
Crosstales.Common.Util.CTWebClient	
Specialized WebClient	169
Crosstales.Ude.Core.CyrillicModel	170
Crosstales.NVorbis.DataPacket	
A single data packet from a logical Vorbis stream	171
Crosstales.Radio.EditorUtil.EditorConfig	
Editor configuration for the asset	180
Crosstales.Radio.EditorUtil.EditorConstants	
Collected editor constants of very general utility for the asset	183
Crosstales.Radio.EditorUtil.EditorHelper	
Editor helper class	185
Crosstales.Radio.ErrorEvent	187
Crosstales.Ude.Core.EscCharsetProber	188
Crosstales.Ude.Core.EUCJPContextAnalyser	189
Crosstales.Ude.Core.EUCJPDistributionAnalyser	189
Crosstales.Ude.Core.EUCJPProber	190
Crosstales.Ude.Core.EUCJPSMMModel	191
Crosstales.Ude.Core.EUCKRDistributionAnalyser	192
Crosstales.Ude.Core.EUCKRProber	193
Crosstales.Ude.Core.EUCKRSMMModel	194
Crosstales.Ude.Core.EUCTWDistributionAnalyser	194
Crosstales.Ude.Core.EUCTWProber	195
Crosstales.Ude.Core.EUCTWSMMModel	196
Crosstales.Radio.Demo.EventTester	
Simple test script for all UnityEvent-callbacks	197
Crosstales.ExtensionMethods	
Various extension methods	197
Crosstales.Common.Audio.FFTAnalyzer	
FFT analyzer for an audio channel	253
Crosstales.Common.Util.FileHelper	
Various helper functions for the file system	254
Crosstales.Radio.FilterChangeEvent	260
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter	260
Crosstales.NLayer.Decoder.FrameBase	261
Crosstales.Ude.Core.GB18030DistributionAnalyser	262
Crosstales.Ude.Core.GB18030Prober	263
Crosstales.Ude.Core.GB18030SMMModel	264
Crosstales.Ude.Core.GreekModel	265
Crosstales.Radio.Demo.GUIMain	
Main GUI for all demo scenes	265
Crosstales.Radio.OnRadio.Demo.GUIOnRadio	
GUI for OnRadio	266

Crosstales.Radio.Demo.GUIPlayOwnRadio	
GUI for a very simple radio player	268
Crosstales.Radio.Demo.GUIPlayRadio	
GUI for a very simple radio player	270
Crosstales.Radio.Demo.GUIPlayStation	
GUI for a very simple normal/random radio station player	271
Crosstales.Radio.Demo.GUIRadioplayer	
GUI for multiple radio players	273
Crosstales.Radio.Demo.GUIRadioStatic	
GUI for a radio player	275
Crosstales.Radio.OnRadio.Demo.GUIRecordStatic	
GUI for a record	277
Crosstales.Radio.OnRadio.Demo.GUIStationStatic	
GUI for a station	278
Crosstales.Ude.Core.HebrewModel	278
Crosstales.Ude.Core.HebrewProber	
This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers	279
Crosstales.Radio.Util.Helper	
Various helper functions	281
Crosstales.Radio.OnRadio.Util.Helper	
Helper-class for OnRadio	287
Crosstales.NLayer.Decoder.Huffman	287
Crosstales.NVorbis.Huffman	288
Crosstales.NVorbis.HuffmanListNode	288
Crosstales.Ude.Core.HungarianModel	288
Crosstales.Ude.Core.HZSMMModel	288
Crosstales.Ude.Core.Ibm855Model	289
Crosstales.Ude.Core.Ibm866Model	289
Crosstales.Ude.ICharsetDetector	290
Crosstales.NVorbis.IContainerReader	
Provides a interface for a Vorbis logical stream container	292
Crosstales.NLayer.Decoder.ID3Frame	295
Crosstales.NLayer.IMpegFrame	
Defines a standard way of representing a MPEG frame to the decoder	296
Crosstales.NVorbis.IPacketProvider	
Provides packets on-demand for the Vorbis stream decoder	300
Crosstales.Radio.IPlayer	
Interface for all players	305
Crosstales.Radio.Provider.IRadioProvider	
Interface for all radio providers	313
Crosstales.Radio.Set.ISet	
Interface for all sets	316
Crosstales.Ude.Core.ISO2022CNSMMModel	326
Crosstales.Ude.Core.ISO2022JPSMMModel	326
Crosstales.Ude.Core.ISO2022KRSMMModel	326
Crosstales.NVorbis.IVorbisStreamStatus	327
Crosstales.Ude.Core.JapaneseContextAnalyser	330
Crosstales.Radio.Demo.KeyboardController	
Controls UI elements with keyboard commands	330
Crosstales.Ude.Core.Koi8rModel	331
Crosstales.Ude.Core.Latin1Prober	331
Crosstales.Ude.Core.Latin2HungarianModel	333
Crosstales.Ude.Core.Latin5BulgarianModel	333
Crosstales.Ude.Core.Latin5Model	333
Crosstales.Ude.Core.Latin7Model	334
Crosstales.Radio.EditorTask.Launch	
Show the configuration window on the first launch	334

Crosstales.NLayer.Decoder.LayerDecoderBase	335
Crosstales.NLayer.Decoder.LayerIDecoder	335
Crosstales.NLayer.Decoder.LayerIIDecoder	336
Crosstales.NLayer.Decoder.LayerIIDecoderBase	336
Crosstales.NLayer.Decoder.LayerIIIDecoder	
Class Implementing Layer 3 Decoder	337
Crosstales.Radio.Tool.LoadIcon	
Loads an icon for a radio station or a record	337
Crosstales.Radio.Tool.Loudspeaker	
Loudspeaker for a player	339
Crosstales.Radio.EditorExtension.LoudspeakerEditor	
Custom editor for the 'Loudspeaker'-class	340
Crosstales.Radio.EditorIntegration.LoudspeakerGameObject	
Editor component for the "Hierarchy"-menu	340
Crosstales.Radio.EditorIntegration.LoudspeakerMenu	
Editor component for the "Tools"-menu	340
Crosstales.Ude.Core.MacCyrillicModel	341
Crosstales.Ude.Core.MBCSGroupProber	
Multi-byte charsets probers	341
Crosstales.NVorbis.Mdct	343
Crosstales.Common.Util.MemoryCacheStream	
Memory cache stream	343
Crosstales.NLayer.MpegFile	345
Crosstales.NLayer.Decoder.MpegFrame	346
Crosstales.NLayer.MpegFrameDecoder	348
Crosstales.NLayer.Decoder.MpegStreamReader	348
Crosstales.Common.Util.NetworkHelper	
Base for various helper functions for networking	348
Crosstales.NVorbis.NewStreamEventArgs	
Event data for when a new logical stream is found in a container	351
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed	353
Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject	
Editor component for for adding the prefabs from 'OnRadio' in the "Hierarchy"-menu	353
Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu	
Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu	353
Crosstales.Radio.OnRadio.Demo.OrderManager	354
Crosstales.NVorbis.Ogg.Packet	355
Crosstales.NVorbis.Ogg.PacketReader	356
Crosstales.NVorbis.ParameterChangeEventArgs	
Event data for when a logical stream has a parameter change	360
Crosstales.Common.Util.PlatformController	
Enables or disable game objects and scripts for a given platform	361
Crosstales.Radio.PlaybackEndEvent	362
Crosstales.Radio.PlaybackStartEvent	363
Crosstales.Radio.OnRadio.Model.Play.Playlist	
Model of a station holder	363
Crosstales.Radio.OnRadio.Model.Playlist	
Model of a playlist	363
Crosstales.Radio.OnRadio.Service.PlaylistService	
Playlist service implementation	364
Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor	
Custom editor for the 'PlaylistService'-class	367
Crosstales.Radio.ProviderReadyEvent	367
Crosstales.Radio.OnRadio.Service.QueryCompleteEvent	368
Crosstales.Radio.OnRadio.Demo.QueryPlaylist	
Query for the Playlist service	368

Crosstales.Radio.OnRadio.Demo.QueryReco2	
Query for the Reco2 service	369
Crosstales.Radio.OnRadio.Demo.QueryTopsongs	
Query for the Topsongs service	370
Crosstales.Radio.Model.Entry.RadioEntryResource	
Model for a Resource entry	371
Crosstales.Radio.Model.Entry.RadioEntryShoutcast	
Model for a Shoutcast entry	373
Crosstales.Radio.Model.Entry.RadioEntryURL	
Model for an URL entry	374
Crosstales.Radio.Model.Entry.RadioEntryUser	
Model for an User entry	377
Crosstales.Radio.Model.RadioFilter	
Filter for radio stations	380
Crosstales.Radio.EditorIntegration.RadioGameObject	
Editor component for the "Hierarchy"-menu	385
Crosstales.Radio.RadioManager	
Radio manager for multiple radio players	385
Crosstales.Radio.EditorExtension.RadioManagerEditor	
Custom editor for the 'RadioPlayer'-class	404
HutongGames.PlayMaker.Actions.RadioManagerPlayNext	
PlayNext-action for RadioManager in PlayMaker	405
HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious	
PlayPrevious-action for RadioManager in PlayMaker	406
HutongGames.PlayMaker.Actions.RadioManagerStopAll	
StopAll-action for RadioManager in PlayMaker	407
Crosstales.Radio.EditorIntegration.RadioMenu	
Editor component for the "Tools"-menu	408
HutongGames.PlayMaker.Actions.RadioPlay	
Play-action for PlayMaker	408
Crosstales.Radio.RadioPlayer	
Player for a radio station	411
Crosstales.Radio.EditorExtension.RadioPlayerEditor	
Custom editor for the 'RadioPlayer'-class	415
HutongGames.PlayMaker.Actions.RadioPlayUI	
PlayUI-action for PlayMaker	416
Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio	
Provider for OnRadio service results	418
Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor	
Custom editor for the 'RadioProviderOnRadio'-class	419
Crosstales.Radio.Provider.RadioProviderResource	
Provider for resources of radio stations in various formats	420
Crosstales.Radio.EditorExtension.RadioProviderResourceEditor	
Custom editor for the 'RadioProviderResource'-class	421
Crosstales.Radio.Provider.RadioProviderShoutcast	
Provider for Shoutcast-based radio stations	422
Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor	
Custom editor for the 'RadioProviderShoutcast'-class	423
Crosstales.Radio.Provider.RadioProviderURL	
Provider for URLs of radio stations in various formats	424
Crosstales.Radio.EditorExtension.RadioProviderURLEditor	
Custom editor for the 'RadioProviderURL'-class	425
Crosstales.Radio.Provider.RadioProviderUser	
Provider for users of Radio. This enables the possibility to manage the desired stations with a given initial set of stations	426
Crosstales.Radio.EditorExtension.RadioProviderUserEditor	
Custom editor for the 'RadioProviderUser'-class	428

Crosstales.Radio.Set.RadioSet	
RadioSet consists of 1-n providers	428
Crosstales.Radio.EditorExtension.RadioSetEditor	
Custom editor for the 'RadioSet'-class	439
Crosstales.Radio.Model.RadioStation	
Model for a radio station	439
Crosstales.Radio.OnRadio.Model.RadioStationExt	
Extended RadioStation	450
HutongGames.PlayMaker.Actions.RadioStop	
Stop-action for PlayMaker	450
Crosstales.Common.Util.RandomColor	
Random color changer	452
Crosstales.Common.Util.RandomRotator	
Random rotation changer	454
Crosstales.Common.Util.RandomScaler	
Random scale changer	456
Crosstales.Radio.OnRadio.Service.Reco2Service	
Reco2 service implementation	457
Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor	
Custom editor for the 'Reco2Service'-class	459
Crosstales.Radio.RecordChangeEvent	459
Crosstales.Radio.Model.RecordInfo	
Contains information about the current audio record from a radio station (for Icecast-servers)	460
Crosstales.Radio.OnRadio.Model.RecordInfoExt	
Extended RecordInfo	464
Crosstales.Radio.Model.RequestHeaderTuple	465
Crosstales.NLayer.Decoder.RiffHeaderFrame	
RIFF header reader	465
Crosstales.NVorbis.RingBuffer	466
Crosstales.Ude.Core.SBCSGroupProber	466
Crosstales.Radio.Demo.SceneSwitcher	
Very simple scene switcher	468
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms	469
Crosstales.Ude.Core.SequenceModel	469
Crosstales.Radio.EditorTask.SetAndroid	
Sets the required build parameters for Android	470
Crosstales.Radio.EditorTask.SetupResources	
Moves all resources to 'Editor Default Resources'	470
Crosstales.Common.EditorTask.SetupResources	
Moves all resources to 'Editor Default Resources'	471
Crosstales.Radio.AudioVisualizer.ShowMore	
Shows the details for Audio Visualizer	471
Crosstales.Radio.OnRadio.Demo.ShowMore	
Shows the details for OnRadio	472
Crosstales.Radio.Apollo.ShowMore	
Shows the details for Apollo Visualizer Kit	472
Crosstales.Radio.RhythmVisualizator.ShowMore	
Shows the details for Rhythm Visualizator	473
Crosstales.Radio.VisualizerStudio.ShowMore	
Shows the details for Visualizer Studio	473
Crosstales.Radio.VolumetricAudio.ShowMore	
Shows the details for Volumetric Audio	474
Crosstales.Radio.SimplePlayer	
Simple player	474
Crosstales.Radio.EditorExtension.SimplePlayerEditor	
Custom editor for the ' SimplePlayer '-class	491

HutongGames.PlayMaker.Actions.SimplePlayerPlay	
Play-action for SimplePlayer in PlayMaker	491
HutongGames.PlayMaker.Actions.SimplePlayerPlayNext	
PlayNext-action for SimplePlayer in PlayMaker	492
HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious	
PlayPrevious-action for SimplePlayer in PlayMaker	493
HutongGames.PlayMaker.Actions.SimplePlayerStop	
Stop-action for SimplePlayer in PlayMaker	495
Crosstales.Ude.Core.SingleByteCharSetProber	496
Crosstales.Common.Util.Singleton< T >	
Base-class for all singletons	497
Crosstales.Common.Util.SingletonHelper	
Helper-class for singletons	500
Crosstales.Ude.Core.SJISContextAnalyser	500
Crosstales.Ude.Core.SJISDistributionAnalyser	501
Crosstales.Ude.Core.SJISProber	
for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language	502
Crosstales.Ude.Core.SJISMMModel	503
Crosstales.Ude.Core.SMMModel	
State machine model	504
Crosstales.UI.Social	
Crosstales social media links	505
Crosstales.Radio.OnRadio.Model.Song	
Model of a song	505
Crosstales.Radio.OnRadio.Model.Songart.Song	
Model of a song	506
Crosstales.Radio.OnRadio.Model.Songart.Songs	
Model of a song holder	507
Crosstales.Radio.OnRadio.Model.Songs	
Model of a song holder	507
Crosstales.Common.Audio.SpectrumVisualizer	
Simple spectrum visualizer	508
Crosstales.UI.StaticManager	
Static Button Manager	509
Crosstales.Radio.OnRadio.Model.DARStations.Station	
Model of a station	510
Crosstales.Radio.OnRadio.Model.Play.Station	
Model of a station	511
Crosstales.Radio.StationChangeEvent	511
Crosstales.Radio.OnRadio.Model.Stations	
Model of a station	511
Crosstales.Radio.OnRadio.Model.DARStations.Stations	
Model of a station holder	512
Crosstales.Radio.StationsChangeEvent	513
Crosstales.Radio.Tool.StreamSaver	
Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! Crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country	513
Crosstales.Radio.EditorExtension.StreamSaverEditor	
Custom editor for the 'StreamSaver'-class	515
Crosstales.Radio.EditorIntegration.StreamSaverGameObject	
Editor component for the "Hierarchy"-menu	516
Crosstales.Radio.EditorIntegration.StreamSaverMenu	
Editor component for the "Tools"-menu	516

Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene	516
Crosstales.Radio.Demo.TestAllStations	
Test all stations of a given RadioManager	517
Crosstales.Ude.Core.ThaiModel	518
Crosstales.Radio.OnRadio.Service.TopsongsService	
Topsongs service implementation	518
Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor	
Custom editor for the 'TopsongsService'-class	520
Crosstales.Radio.OnRadio.Model.Uberurl	
Model of a Uberurl	520
Crosstales.Ude.Core.UCS2BESMMModel	521
Crosstales.Ude.Core.UCS2LESMMModel	521
Crosstales.UI.UIDrag	
Allow to Drag the Windows around	522
Crosstales.UI.UIFocus	
Change the Focus on from a Window	522
Crosstales.UI.UIHint	
Controls a UI group (hint)	524
Crosstales.UI.UIResize	
Resize a UI element	525
Crosstales.UI.UIWindowManager	
Change the state of all Window panels	527
Crosstales.Ude.Core.UniversalDetector	528
Crosstales.Radio.EditorTask.UpdateCheck	
Checks for updates of the asset	530
Crosstales.Ude.Core.UTF8Prober	531
Crosstales.Ude.Core.UTF8SMMModel	532
Crosstales.NVorbis.Utils	532
Crosstales.NLayer.Decoder.VBRInfo	532
Crosstales.NVorbis.VorbisCodebook	533
Crosstales.NVorbis.VorbisFloor	533
Crosstales.NVorbis.VorbisMapping	533
Crosstales.NVorbis.VorbisMode	533
Crosstales.NVorbis.VorbisReader	534
Crosstales.NVorbis.VorbisResidue	539
Crosstales.NVorbis.VorbisStreamDecoder	539
Crosstales.NVorbis.VorbisTime	540
Crosstales.Common.Audio.WavMaster	
WAV utility for recording and audio playback functions in Unity	540
Crosstales.Internal.WebGLCopyAndPaste	
Allows copy and paste in WebGL	544
Crosstales.Internal.WebGLCopyAndPasteAPI	544
Crosstales.Ude.Core.Win1250HungarianModel	545
Crosstales.Ude.Core.Win1251BulgarianModel	545
Crosstales.Ude.Core.Win1251Model	545
Crosstales.Ude.Core.Win1253Model	546
Crosstales.Ude.Core.Win1255Model	546
Crosstales.UI.WindowManager	
Manager for a Window	547
Crosstales.Common.Util.XmlHelper	
Helper-class for XML	548
Crosstales.Radio.Demo.ZInstaller	
Installs the 'UI'-package from Common and OnRadio	550

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.Audio Namespace Reference

Classes

- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.
- class [WavMaster](#)
WAV utility for recording and audio playback functions in Unity.

4.4 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseSetupResources](#)
Base-class for moving all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.

4.5 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)

Base for various Editor helper functions.

4.6 Crosstales.Common.Model Namespace Reference

4.7 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
 Windows, OSX, Linux, IOS,
 Android, WSA, Web, Unsupported }
- enum [SampleRate](#) {
 _**8000Hz** = 8000, _**11025Hz** = 11025, _**22050Hz** = 22050, _**44100Hz** = 44100,
 _**48000Hz** = 48000 }

All available platforms.

Typical audio sample rates.

4.7.1 Enumeration Type Documentation

4.7.1.1 Platform

```
enum Crosstales.Common.Model.Enum.Platform [strong]
```

All available platforms.

4.7.1.2 SampleRate

```
enum Crosstales.Common.Model.Enum.SampleRate [strong]
```

Typical audio sample rates.

4.8 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTHelper](#)
Helper to reset the necessary settings.
- class [CTHelperEditor](#)
- class [CTPCompileDefines](#)
Adds "CT_PROC" define symbol to PlayerSettings define symbols.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTPMacOSPostProcessor](#)
Post processor for macOS.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTScreenshot](#)
Take screen shots inside an application.
- class [CTWebClient](#)
Specialized WebClient.
- class [FileHelper](#)
Various helper functions for the file system.
- class [MemoryCacheStream](#)
Memory cache stream.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [NetworkHelper](#)
Base for various helper functions for networking.
- class [PlatformController](#)
Enables or disable game objects and scripts for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [Singleton](#)
Base-class for all singletons.
- class [SingletonHelper](#)
Helper-class for singletons.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [XmlHelper](#)
Helper-class for XML.

4.9 Crosstales.Internal Namespace Reference

Classes

- class [WebGLCopyAndPaste](#)
Allows copy and paste in WebGL.
- class [WebGLCopyAndPasteAPI](#)

4.10 Crosstales.NLayer Namespace Reference

Classes

- interface [IMpegFrame](#)
Defines a standard way of representing a MPEG frame to the decoder
- class [MpegFile](#)
- class [MpegFrameDecoder](#)

Enumerations

- enum [MpegVersion](#) { **Unknown** = 0, **Version1** = 10, **Version2** = 20, **Version25** = 25 }
- enum [MpegLayer](#) { **Unknown** = 0, **LayerI** = 1, **LayerII** = 2, **LayerIII** = 3 }
- enum [MpegChannelMode](#) { **Stereo**, **JointStereo**, **DualChannel**, **Mono** }
- enum [StereoMode](#) { **Both**, **LeftOnly**, **RightOnly**, **DownmixToMono** }

4.11 Crosstales.NLayer.Decoder Namespace Reference

Classes

- class [BitReservoir](#)
- class [FrameBase](#)
- class [Huffman](#)
- class [ID3Frame](#)
- class [LayerDecoderBase](#)
- class [LayerIDecoder](#)
- class [LayerIIDecoder](#)
- class [LayerIIDecoderBase](#)
- class [LayerIIIDecoder](#)
Class Implementing Layer 3 [Decoder](#).
- class [MpegFrame](#)
- class [MpegStreamReader](#)
- class [RiffHeaderFrame](#)
RIFF header reader
- class [VBRInfo](#)

4.12 Crosstales.NVorbis Namespace Reference

Classes

- class [DataPacket](#)
A single data packet from a logical Vorbis stream.
- class [Huffman](#)
- class [HuffmanListNode](#)
- interface [IContainerReader](#)
Provides a interface for a Vorbis logical stream container.
- interface [IPacketProvider](#)
Provides packets on-demand for the Vorbis stream decoder.
- interface [IVorbisStreamStatus](#)
- class [Mdct](#)
- class [NewStreamEventArgs](#)
Event data for when a new logical stream is found in a container.
- class [ParameterChangeEventArgs](#)
Event data for when a logical stream has a parameter change.
- class [RingBuffer](#)
- class [Utils](#)
- class [VorbisCodebook](#)
- class [VorbisFloor](#)
- class [VorbisMapping](#)
- class [VorbisMode](#)
- class [VorbisReader](#)
- class [VorbisResidue](#)
- class [VorbisStreamDecoder](#)
- class [VorbisTime](#)

4.13 Crosstales.NVorbis.Ogg Namespace Reference

Classes

- class [ContainerReader](#)
Provides an [IContainerReader](#) implementation for basic [Ogg](#) files.
- class [Crc](#)
- class [Packet](#)
- class [PacketReader](#)

Enumerations

- enum **PageFlags** { **None** = 0, **ContinuesPacket** = 1, **BeginningOfStream** = 2, **EndOfStream** = 4 }

4.14 Crosstales.Radio Namespace Reference

Classes

- class [AudioEndEvent](#)
- class [AudioStartEvent](#)
- class [BasePlayer](#)
Base class for all players.
- class [BufferingEndEvent](#)
- class [BufferingStartEvent](#)
- class [ErrorEvent](#)
- class [FilterChangeEvent](#)
- interface [IPlayer](#)
Interface for all players.
- class [PlaybackEndEvent](#)
- class [PlaybackStartEvent](#)
- class [ProviderReadyEvent](#)
- class [RadioManager](#)
Radio manager for multiple radio players.
- class [RadioPlayer](#)
Player for a radio station.
- class [RecordChangeEvent](#)
- class [SimplePlayer](#)
Simple player.
- class [StationChangeEvent](#)
- class [StationsChangeEvent](#)

Functions

- delegate void **PlaybackStart** ([RadioStation](#) station)
- delegate void **PlaybackEnd** ([RadioStation](#) station)
- delegate void **BufferingStart** ([RadioStation](#) station)
- delegate void **BufferingEnd** ([RadioStation](#) station)
- delegate void **BufferingProgressUpdate** ([RadioStation](#) station, float progress)
- delegate void **AudioStart** ([RadioStation](#) station)
- delegate void **AudioEnd** ([RadioStation](#) station)
- delegate void **AudioPlayTimeUpdate** ([RadioStation](#) station, float playtime)
- delegate void **RecordChange** ([RadioStation](#) station, [RecordInfo](#) newRecord)
- delegate void **RecordPlayTimeUpdate** ([RadioStation](#) station, [RecordInfo](#) record, float playtime)
- delegate void **NextRecordChange** ([RadioStation](#) station, [RecordInfo](#) nextRecord, float delay)
- delegate void **NextRecordDelayUpdate** ([RadioStation](#) station, [RecordInfo](#) nextRecord, float delay)
- delegate void **ErrorInfo** ([RadioStation](#) station, string info)
- delegate void **StationChange** ([RadioStation](#) newStation)
- delegate void **FilterChange** ()
- delegate void **StationsChange** ()
- delegate void **ProviderReady** ()

4.15 Crosstales.Radio.Apollo Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Apollo](#) Visualizer Kit.

4.16 Crosstales.Radio.AudioVisualizer Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Audio Visualizer.

4.17 Crosstales.Radio.Demo Namespace Reference

Classes

- class [ComplexObject](#)
A complex object for all parameters of a gui-prefab used in [GUIRadioplayer](#).
- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- class [GUIMain](#)
Main GUI for all demo scenes.
- class [GUIPlayOwnRadio](#)
GUI for a very simple radio player.
- class [GUIPlayRadio](#)
GUI for a very simple radio player.
- class [GUIPlayStation](#)
GUI for a very simple normal/random radio station player.
- class [GUIRadioplayer](#)
GUI for multiple radio players.
- class [GUIRadioStatic](#)
GUI for a radio player.
- class [KeyboardController](#)
Controls [UI](#) elements with keyboard commands.
- class [SceneSwitcher](#)
Very simple scene switcher.
- class [TestAllStations](#)
Test all stations of a given [RadioManager](#).
- class [ZInstaller](#)
Installs the '[UI](#)'-package from [Common](#) amd [OnRadio](#).

4.18 Crosstales.Radio.EditorExtension Namespace Reference

Classes

- class [BaseRadioProviderEditor](#)
Base-class for custom editors of children of the '[BaseRadioProvider](#)'-class.
- class [CrossFaderEditor](#)
Custom editor for the '[CrossFader](#)'-class.
- class [LoudspeakerEditor](#)
Custom editor for the '[Loudspeaker](#)'-class.
- class [RadioManagerEditor](#)

- Custom editor for the 'RadioPlayer'-class.*

 - class [RadioPlayerEditor](#)
- Custom editor for the 'RadioPlayer'-class.*

 - class [RadioProviderResourceEditor](#)
- Custom editor for the 'RadioProviderResource'-class.*

 - class [RadioProviderShoutcastEditor](#)
- Custom editor for the 'RadioProviderShoutcast'-class.*

 - class [RadioProviderURLEditor](#)
- Custom editor for the 'RadioProviderURL'-class.*

 - class [RadioProviderUserEditor](#)
- Custom editor for the 'RadioProviderUser'-class.*

 - class [RadioSetEditor](#)
- Custom editor for the 'RadioSet'-class.*

 - class [SimplePlayerEditor](#)
- Custom editor for the 'SimplePlayer'-class.*

 - class [StreamSaverEditor](#)
- Custom editor for the 'StreamSaver'-class.*

4.19 Crosstales.Radio.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)

Base class for editor windows.
- class [ConfigPreferences](#)

Unity "Preferences" extension.
- class [ConfigWindow](#)

Editor window extension.
- class [CrossFaderGameObject](#)

Editor component for the "Hierarchy"-menu.
- class [CrossFaderMenu](#)

Editor component for the "Tools"-menu.
- class [LoudspeakerGameObject](#)

Editor component for the "Hierarchy"-menu.
- class [LoudspeakerMenu](#)

Editor component for the "Tools"-menu.
- class [RadioGameObject](#)

Editor component for the "Hierarchy"-menu.
- class [RadioMenu](#)

Editor component for the "Tools"-menu.
- class [StreamSaverGameObject](#)

Editor component for the "Hierarchy"-menu.
- class [StreamSaverMenu](#)

Editor component for the "Tools"-menu.

4.20 Crosstales.Radio.EditorTask Namespace Reference

Classes

- class [AAConfigLoader](#)
Loads the configuration at startup.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetAndroid](#)
Sets the required build parameters for Android.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_VERSION,
DEPRECATED }
All possible update stati.

4.20.1 Enumeration Type Documentation

4.20.1.1 UpdateStatus

enum [Crosstales.Radio.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

4.21 Crosstales.Radio.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.22 Crosstales.Radio.Model Namespace Reference

Classes

- class [RadioFilter](#)
Filter for radio stations.
- class [RadioStation](#)
Model for a radio station.
- class [RecordInfo](#)
Contains information about the current audio record from a radio station (for Icecast-servers).
- class [RequestHeaderTuple](#)

4.23 Crosstales.Radio.Model.Entry Namespace Reference

Classes

- class [BaseRadioEntry](#)
Base class for radio entries.
- class [RadioEntryResource](#)
Model for a Resource entry.
- class [RadioEntryShoutcast](#)
Model for a Shoutcast entry.
- class [RadioEntryURL](#)
Model for an URL entry.
- class [RadioEntryUser](#)
Model for an User entry.

4.24 Crosstales.Radio.Model.Enum Namespace Reference

Enumerations

- enum [AudioCodec](#) { **None**, **MP3_NLayer**, **MP3_NAudio**, **OGG_NVorbis** }
All available audio codecs.
- enum [AudioFormat](#) { **UNKNOWN**, **MP3**, **OGG** }
All supported audio formats.
- enum [DataFormatResource](#) { **Text**, **M3U**, **PLS** }
All supported data formats for RadioEntryResource.
- enum [DataFormatURL](#) { **Stream**, **Text**, **M3U**, **PLS** }
All supported data formats for RadioEntryURL.
- enum [PathPrefix](#) { **None**, **PersistentDataPath**, **DataPath**, **TempPath** }
Prefixes for paths.
- enum [URLPrefix](#) { **None**, **Http**, **Https**, **File**, **PersistentDataPath**, **DataPath**, **TempPath** }
Prefixes for URLs.

4.24.1 Enumeration Type Documentation

4.24.1.1 AudioCodec

enum `Crosstales.Radio.Model.Enum.AudioCodec` [strong]

All available audio codecs.

4.24.1.2 AudioFormat

enum `Crosstales.Radio.Model.Enum.AudioFormat` [strong]

All supported audio formats.

4.24.1.3 DataFormatResource

enum `Crosstales.Radio.Model.Enum.DataFormatResource` [strong]

All supported data formats for RadioEntryResource.

4.24.1.4 DataFormatURL

enum `Crosstales.Radio.Model.Enum.DataFormatURL` [strong]

All supported data formats for RadioEntryURL.

4.24.1.5 PathPrefix

enum `Crosstales.Radio.Model.Enum.PathPrefix` [strong]

Prefixes for paths.

4.24.1.6 URLPrefix

enum `Crosstales.Radio.Model.Enum.URLPrefix` [strong]

Prefixes for URLs.

4.25 Crosstales.Radio.OnRadio Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.

4.26 Crosstales.Radio.OnRadio.Demo Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for [OnRadio](#).
- class [BaseGUIStatic](#)
Base-class for a static GUI entry.
- class [ComplexObject](#)
A complex object for all parameters of a gui-prefab used in [GUIOnRadio](#).
- class [GUIOnRadio](#)
GUI for [OnRadio](#).
- class [GUIRecordStatic](#)
GUI for a record.
- class [GUIStationStatic](#)
GUI for a station.
- class [OrderManager](#)
- class [QueryPlaylist](#)
Query for the Playlist service.
- class [QueryReco2](#)
Query for the Reco2 service.
- class [QueryTopsongs](#)
Query for the Topsongs service.
- class [ShowMore](#)
Shows the details for [OnRadio](#).

4.27 Crosstales.Radio.OnRadio.EditorExtension Namespace Reference

Classes

- class [BaseServiceEditor](#)
Custom editor for the 'BaseService'-class.
- class [OnRadioGameObject](#)
Editor component for for adding the prefabs from '[OnRadio](#)' in the "Hierarchy"-menu.
- class [OnRadioMenu](#)
Editor component for for adding the prefabs from '[OnRadio](#)' in the "Tools"-menu.
- class [PlaylistServiceEditor](#)
Custom editor for the 'PlaylistService'-class.
- class [RadioProviderOnRadioEditor](#)
Custom editor for the 'RadioProviderOnRadio'-class.
- class [Reco2ServiceEditor](#)
Custom editor for the 'Reco2Service'-class.
- class [TopsongsServiceEditor](#)
Custom editor for the 'TopsongsService'-class.

4.28 Crosstales.Radio.OnRadio.Model Namespace Reference

Classes

- class [Playlist](#)
Model of a playlist.
- class [RadioStationExt](#)
Extended RadioStation.
- class [RecordInfoExt](#)
Extended RecordInfo.
- class [Song](#)
Model of a song.
- class [Songs](#)
Model of a song holder.
- class [Stations](#)
Model of a station.
- class [Uberurl](#)
Model of a Uberurl.

Enumerations

- enum [Genre](#) {
All, _70s, _80s, _90s,
_00s, AdultContemporary, Alternative, Christian,
Christmas, ClassicCountry, Classical, Country,
Electronic, ElectronicChill, Dubstep, House,
Industrial, Techno, Trance, HipHop,
HitMusic, Indian, Jazz, LatinHits,
Metal, Oldies, Rap, Reggae,
Rock, Roots, Soul, Standards,
World, Music }
All possible genres.
- enum [ImageResolution](#) { low, med, hi }
All possible image resolutions.

4.28.1 Enumeration Type Documentation

4.28.1.1 Genre

enum [Crosstales.Radio.OnRadio.Model.Genre](#) [strong]

All possible genres.

4.28.1.2 ImageResolution

enum [Crosstales.Radio.OnRadio.Model.ImageResolution](#) [strong]

All possible image resolutions.

4.29 Crosstales.Radio.OnRadio.Model.DARStations Namespace Reference

Classes

- class [Station](#)
Model of a station.
- class [Stations](#)
Model of a station holder.

4.30 Crosstales.Radio.OnRadio.Model.Play Namespace Reference

Classes

- class [Playlist](#)
Model of a station holder.
- class [Station](#)
Model of a station.

4.31 Crosstales.Radio.OnRadio.Model.Songart Namespace Reference

Classes

- class [Song](#)
Model of a song.
- class [Songs](#)
Model of a song holder.

4.32 Crosstales.Radio.OnRadio.Provider Namespace Reference

Classes

- class [RadioProviderOnRadio](#)
Provider for OnRadio service results.

4.33 Crosstales.Radio.OnRadio.Service Namespace Reference

Classes

- class [BaseService](#)
Base-class of a service.
- class [PlaylistService](#)
Playlist service implementation.
- class [QueryCompleteEvent](#)
- class [Reco2Service](#)
Reco2 service implementation.
- class [TopsongsService](#)
Topsongs service implementation.

4.34 Crosstales.Radio.OnRadio.Util Namespace Reference

Classes

- class [Constants](#)
Collected constants of very general utility for [OnRadio](#).
- class [Helper](#)
Helper-class for [OnRadio](#).

4.35 Crosstales.Radio.Provider Namespace Reference

Classes

- class [BaseRadioProvider](#)
Base class for radio providers.
- interface [IRadioProvider](#)
Interface for all radio providers.
- class [RadioProviderResource](#)
[Provider](#) for resources of radio stations in various formats.
- class [RadioProviderShoutcast](#)
[Provider](#) for Shoutcast-based radio stations.
- class [RadioProviderURL](#)
[Provider](#) for URLs of radio stations in various formats.
- class [RadioProviderUser](#)
[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

4.36 Crosstales.Radio.RhythmVisualizator Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Rhythm Visualizator.

4.37 Crosstales.Radio.Set Namespace Reference

Classes

- interface [ISet](#)
Interface for all sets.
- class [RadioSet](#)
[RadioSet](#) consists of 1-n providers.

4.38 Crosstales.Radio.Tool Namespace Reference

Classes

- class [ChangeAudioCodec](#)
Changes the default audio codec under Windows.
- class [CrossFader](#)
Cross fade two AudioSource.
- class [LoadIcon](#)
Loads an icon for a radio station or a record.
- class [Loudspeaker](#)
[Loudspeaker](#) for a player.
- class [StreamSaver](#)
Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

4.39 Crosstales.Radio.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Context](#)
[Context](#) for the asset.
- class [Helper](#)
Various helper functions.

4.40 Crosstales.Radio.VisualizerStudio Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Visualizer Studio.

4.41 Crosstales.Radio.VolumetricAudio Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Volumetric Audio.

4.42 Crosstales.Ude Namespace Reference

Namespaces

- namespace [Core](#)
Escaped charsets state machines

Classes

- class [CharsetDetector](#)
Default implementation of charset detection interface. The detector can be fed by a `System.IO.Stream`:
- class [Charsets](#)
- interface [ICharsetDetector](#)

Enumerations

- enum [DetectionConfidence](#) { **NoAnswerYet** = 0, **BestAnswer**, **SureAnswer**, **NoAnswerMatch** }
Indicate how confident the detection module about the return result.

4.42.1 Enumeration Type Documentation

4.42.1.1 DetectionConfidence

```
enum Crosstales.Ude.DetectionConfidence [strong]
```

Indicate how confident the detection module about the return result.

NoAnswerYet: the detector have not find out a answer yet based on the data it received.

BestAnswer: the answer the detector returned is the best one within the knowledge of the detector. In other words, the test to all other candidates fail. For example, the (Shift_JIS/EUC-JP/ISO-2022-JP) detection module may return this with answer "Shift_JIS " if it receive bytes > 0x80 (which make ISO-2022-JP test failed) and byte 0x82 (which may EUC-JP test failed)

SureAnswer: the detector is 100% sure about the answer.

Example 1: the Shift_JIS/ISO-2022-JP/EUC-JP detector return this w/ ISO-2022-JP when it hit one of the following ESC seq ESC (J ESC \$ @ ESC \$ B

Example 2: the detector which can detect UCS2 return w/ UCS2 when the first 2 byte are BOM mark. Example 3: the Korean detector return ISO-2022-KR when it hit ESC \$) C

4.43 Crosstales.Ude.Core Namespace Reference

Escaped charsets state machines

Classes

- class [BIG5DistributionAnalyser](#)
- class [Big5Prober](#)
- class [BIG5SMMModel](#)
- class [BitPackage](#)
- class [BulgarianModel](#)
- class [CharDistributionAnalyser](#)

Base class for the Character Distribution Method, used for the CJK encodings

- class [CharsetProber](#)
- class [CodingStateMachine](#)

Parallel state machine for the Coding Scheme Method

- class [CyrillicModel](#)
- class [EscCharsetProber](#)
- class [EUCJPContextAnalyser](#)
- class [EUCJPDistributionAnalyser](#)
- class [EUCJPProber](#)
- class [EUCJPSMMModel](#)
- class [EUCKRDistributionAnalyser](#)
- class [EUCKRProber](#)
- class [EUCKRSMMModel](#)
- class [EUCTWDistributionAnalyser](#)
- class [EUCTWProber](#)
- class [EUCTWSMMModel](#)
- class [GB18030DistributionAnalyser](#)
- class [GB18030Prober](#)
- class [GB18030SMMModel](#)
- class [GreekModel](#)
- class [HebrewModel](#)
- class [HebrewProber](#)

This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers

- class [HungarianModel](#)
- class [HZSMMModel](#)
- class [Ibm855Model](#)
- class [Ibm866Model](#)
- class [ISO2022CNSMMModel](#)
- class [ISO2022JPSMMModel](#)
- class [ISO2022KRSMMModel](#)
- class [JapaneseContextAnalyser](#)
- class [Koi8rModel](#)
- class [Latin1Prober](#)
- class [Latin2HungarianModel](#)
- class [Latin5BulgarianModel](#)
- class [Latin5Model](#)
- class [Latin7Model](#)
- class [MacCyrillicModel](#)
- class [MBCSGroupProber](#)

Multi-byte charsets probers

- class [SBCSGroupProber](#)
- class [SequenceModel](#)
- class [SingleByteCharSetProber](#)
- class [SJISContextAnalyser](#)
- class [SJISDistributionAnalyser](#)
- class [SJISProber](#)

*for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance
2, kana character often exist in group 3, certain combination of kana is never used in Japanese language*

- class [SJISSMModel](#)
- class [SMModel](#)

State machine model

- class [ThaiModel](#)
- class [UCS2BESMModel](#)
- class [UCS2LESModel](#)
- class [UniversalDetector](#)
- class [UTF8Prober](#)
- class [UTF8SMModel](#)
- class [Win1250HungarianModel](#)
- class [Win1251BulgarianModel](#)
- class [Win1251Model](#)
- class [Win1253Model](#)
- class [Win1255Model](#)

Enumerations

- enum **ProbingState** { **Detecting** = 0, **FoundIt** = 1, **NotMe** = 2 }
- enum **InputState** { **PureASCII** = 0, **EscASCII** = 1, **Highbyte** = 2 }

4.43.1 Detailed Description

Escaped charsets state machines

General ideas of the Hebrew charset recognition

Four main charsets exist in Hebrew: "ISO-8859-8" - Visual Hebrew "windows-1255" - Logical Hebrew "ISO-8859-8-I" - Logical Hebrew "x-mac-hebrew" - ?? Logical Hebrew ??

Both "ISO" charsets use a completely identical set of code points, whereas "windows-1255" and "x-mac-hebrew" are two different proper supersets of these code points. windows-1255 defines additional characters in the range 0x80-0x9F as some misc punctuation marks as well as some Hebrew-specific diacritics and additional 'Yiddish' ligature letters in the range 0xc0-0xd6. x-mac-hebrew defines similar additional code points but with a different mapping.

As far as an average Hebrew text with no diacritics is concerned, all four charsets are identical with respect to code points. Meaning that for the main Hebrew alphabet, all four map the same values to all 27 Hebrew letters (including final letters).

The dominant difference between these charsets is their directionality. "Visual" directionality means that the text is ordered as if the renderer is not aware of a BIDI rendering algorithm. The renderer sees the text and draws it from left to right. The text itself when ordered naturally is read backwards. A buffer of Visual Hebrew generally looks like so: "[last word of first line spelled backwards] [whole line ordered backwards and spelled backwards] [first word of

first line spelled backwards] [end of line] [last word of second line] ... etc' " adding punctuation marks, numbers and English text to visual text is naturally also "visual" and from left to right.

"Logical" directionality means the text is ordered "naturally" according to the order it is read. It is the responsibility of the renderer to display the text from right to left. A BIDI algorithm is used to place general punctuation marks, numbers and English text in the text.

Texts in x-mac-hebrew are almost impossible to find on the Internet. From what little evidence I could find, it seems that its general directionality is Logical.

To sum up all of the above, the Hebrew probing mechanism knows about two charsets: Visual Hebrew - "ISO-8859-8" - backwards text - Words and sentences are backwards while line order is natural. For charset recognition purposes the line order is unimportant (In fact, for this implementation, even word order is unimportant). Logical Hebrew - "windows-1255" - normal, naturally ordered text.

"ISO-8859-8-I" is a subset of windows-1255 and doesn't need to be specifically identified. "x-mac-hebrew" is also identified as windows-1255. A text in x-mac-hebrew that contain special punctuation marks or diacritics is displayed with some unconverted characters showing as question marks. This problem might be corrected using another model prober for x-mac-hebrew. Due to the fact that x-mac-hebrew texts are so rare, writing another model prober isn't worth the effort and performance hit.

*** The Prober ***

The prober is divided between two nsSBCharSetProbers and an nsHebrewProber, all of which are managed, created, fed data, inquired and deleted by the nsSBCSGroupProber. The two nsSBCharSetProbers identify that the text is in fact some kind of Hebrew, Logical or Visual. The final decision about which one is it is made by the nsHebrewProber by combining final-letter scores with the scores of the two nsSBCharSetProbers to produce a final answer.

The nsSBCSGroupProber is responsible for stripping the original text of HTML tags, English characters, numbers, low-ASCII punctuation characters, spaces and new lines. It reduces any sequence of such characters to a single space. The buffer fed to each prober in the SBCS group prober is pure text in high-ASCII. The two nsSBCharSetProbers (model probers) share the same language model: [Win1255Model](#). The first nsSBCharSetProber uses the model normally as any other nsSBCharSetProber does, to recognize windows-1255, upon which this model was built. The second nsSBCharSetProber is told to make the pair-of-letter lookup in the language model backwards. This in practice exactly simulates a visual Hebrew model using the windows-1255 logical Hebrew model.

The nsHebrewProber is not using any language model. All it does is look for final-letter evidence suggesting the text is either logical Hebrew or visual Hebrew. Disjointed from the model probers, the results of the nsHebrewProber alone are meaningless. nsHebrewProber always returns 0.00 as confidence since it never identifies a charset by itself. Instead, the pointer to the nsHebrewProber is passed to the model probers as a helper "Name Prober". When the Group prober receives a positive identification from any prober, it asks for the name of the charset identified. If the prober queried is a Hebrew model prober, the model prober forwards the call to the nsHebrewProber to make the final decision. In the nsHebrewProber, the decision is made according to the final-letters scores maintained and Both model probers scores. The answer is returned in the form of the name of the charset identified, either "windows-1255" or "ISO-8859-8".

4.44 Crosstales.UI Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Social](#)
Crosstales social media links.

- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
Controls a [UI](#) group (hint).
- class [UIResize](#)
Resize a [UI](#) element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.45 Crosstales.UI.Audio Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.

4.46 Crosstales.UI.Util Namespace Reference

Classes

- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.47 HutongGames Namespace Reference

4.48 HutongGames.PlayMaker Namespace Reference

4.49 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseRadioAction](#)
Base class for Radio-actions in [PlayMaker](#).
- class [RadioManagerPlayNext](#)

- PlayNext-action for RadioManager in [PlayMaker](#).*
- class [RadioManagerPlayPrevious](#)
 - PlayPrevious-action for RadioManager in [PlayMaker](#).*
- class [RadioManagerStopAll](#)
 - StopAll-action for RadioManager in [PlayMaker](#).*
- class [RadioPlay](#)
 - Play-action for [PlayMaker](#).*
- class [RadioPlayUI](#)
 - PlayUI-action for [PlayMaker](#).*
- class [RadioStop](#)
 - Stop-action for [PlayMaker](#).*
- class [SimplePlayerPlay](#)
 - Play-action for SimplePlayer in [PlayMaker](#).*
- class [SimplePlayerPlayNext](#)
 - PlayNext-action for SimplePlayer in [PlayMaker](#).*
- class [SimplePlayerPlayPrevious](#)
 - PlayPrevious-action for SimplePlayer in [PlayMaker](#).*
- class [SimplePlayerStop](#)
 - Stop-action for SimplePlayer in [PlayMaker](#).*

Chapter 5

Class Documentation

5.1 Crosstales.Radio.EditorTask.AAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

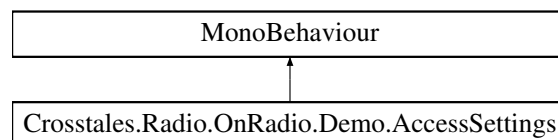
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/AAConfig↔
Loader.cs

5.2 Crosstales.Radio.OnRadio.Demo.AccessSettings Class Reference

[Set](#) the access settings for [OnRadio](#).

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.AccessSettings:



Public Member Functions

- void **OnTokenEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- [Crosstales.Radio.OnRadio.Service.BaseService](#) **Service**
- GameObject **SettingsPanel**
- InputField **Token**
- Button **OkButton**

5.2.1 Detailed Description

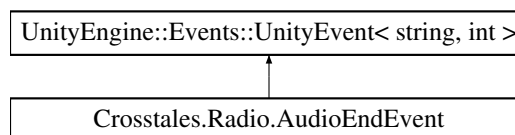
[Set](#) the access settings for [OnRadio](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/AccessSettings.cs

5.3 Crosstales.Radio.AudioEndEvent Class Reference

Inheritance diagram for Crosstales.Radio.AudioEndEvent:



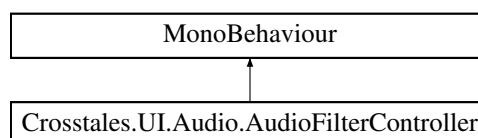
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.4 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void [FindAllAudioFilters](#) ()
Finds all audio filters in the scene.
- void [ResetAudioFilters](#) ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool [FindAllAudioFiltersOnStart](#) = true
Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter**
- bool **EchoFilter**
- bool **DistortionFilter**
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter**
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter**
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.4.1 Detailed Description

Controller for audio filters.

5.4.2 Member Function Documentation

5.4.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

5.4.2.2 ResetAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

5.4.3 Member Data Documentation

5.4.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Audio.AudioFilterController.FindAllAudioFiltersOnStart = true
```

Searches for all audio filters in the whole scene (default: true).

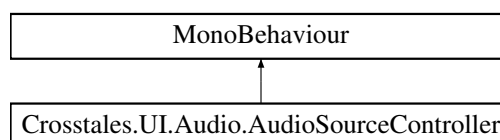
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↵
Audio/AudioFilterController.cs

5.5 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void [FindAllAudioSources](#) ()
Finds all audio sources in the scene.
- void [ResetAllAudioSources](#) ()
Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool [FindAllAudioSourcesOnStart](#) = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] [AudioSources](#)
Active controlled AudioSources.
- bool [ResetAudioSourcesOnStart](#) = true
Resets all active AudioSources (default: true).
- bool [Mute](#)
Mute on/off (default: false).
- bool [Loop](#)
Loop on/off (default: false).
- float [Volume](#) = 1f
Volume of the audio (default: 1)
- float [Pitch](#) = 1f
Pitch of the audio (default: 1).
- float [StereoPan](#)
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.5.1 Detailed Description

Controller for AudioSources.

5.5.2 Member Function Documentation

5.5.2.1 FindAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

5.5.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

5.5.3 Member Data Documentation

5.5.3.1 AudioSources

```
AudioSource [ ] Crosstales.UI.Audio.AudioSourceController.AudioSources
```

Active controlled AudioSources.

5.5.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.FindAllAudioSourcesOnStart = true
```

Searches for all AudioSource in the whole scene (default: true).

5.5.3.3 Loop

```
bool Crosstales.UI.Audio.AudioSourceController.Loop
```

Loop on/off (default: false).

5.5.3.4 Mute

```
bool Crosstales.UI.Audio.AudioSourceController.Mute
```

Mute on/off (default: false).

5.5.3.5 Pitch

```
float Crosstales.UI.Audio.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

5.5.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

5.5.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan
```

Stereo pan of the audio (default: 0).

5.5.3.8 Volume

```
float Crosstales.UI.Audio.AudioSourceController.Volume = 1f
```

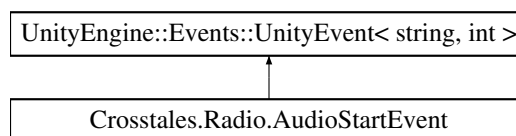
Volume of the audio (default: 1)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔ Audio/AudioSourceController.cs

5.6 Crosstales.Radio.AudioStartEvent Class Reference

Inheritance diagram for Crosstales.Radio.AudioStartEvent:



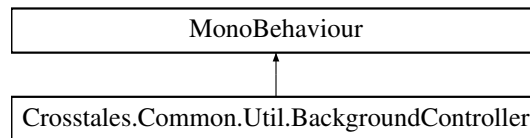
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.7 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Attributes

- `GameObject[]` [Objects](#)
Selected objects to disable in the background for the controller.

5.7.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.7.2 Member Data Documentation

5.7.2.1 Objects

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

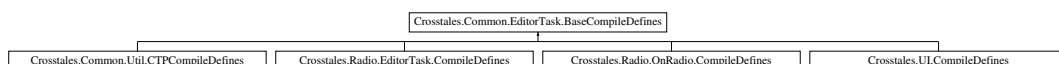
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/BackgroundController/Scripts/BackgroundController.cs`

5.8 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)
Adds the given symbols to the compiler defines.
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)
Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)

5.8.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.8.2 Member Function Documentation

5.8.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

5.8.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

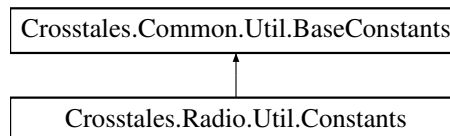
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompile↔ Defines.cs

5.9 Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_3P_VOLUMETRIC_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"
URL of the 3rd party asset "Volumetric Audio".
- const string **ASSET_3P_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"
URL of the 3rd party asset "RockTomate".
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.

- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\"
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static readonly System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** = new System.Text.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **REGEX_EMAIL** = new System.Text.RegularExpressions.Regex(@"^(?("")|"".+?""@)|((([0-9a-zA-Z](?!\.))|[-!#\$%&'*\+/=?^`{|}~\w])*)(?<=[0-9a-zA-Z])@)(?(\.)(\d{1,3}\.){3}\d{1,3})|((([0-9a-zA-Z]|\w)*[0-9a-zA-Z\.\-]+[a-zA-Z]{2,6}))\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** = new System.Text.Regex(@"^(?(\d{4}[-]?){3}\d{4})\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_URL_WEB** = new System.Text.Regex(@"^(ht|f)tp(s?)\:\/\/[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-9)*)(\/?)([a-zA-Z0-9\-\.\?,\!'\|\|+&%\\$#_]*)?\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** = new System.Text.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** = new System.Text.Regex(@"[^\w\.\@-]")
- static readonly System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** = new System.Text.Regex(@"([A-Za-z0-9_]+)")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** = new System.Text.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** = new System.Text.Regex(@"<.*?>")

- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_FRENCH_UPPERCASE** = "ÀÁÂÃÄÅÆÇÈÉÊËÏÎÏÏŒÛÜ"
- const string **ALPHABET_FRENCH_LOWERCASE** = "àâãäåæçèéêëïîïïœûü"
- const string **NUMBERS** = "0123456789"
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.
- static bool **SHOW_FB_BANNER** = true
Show the FB banner.
- static bool **SHOW_OC_BANNER** = true
Show the OC banner.
- static bool **SHOW_RADIO_BANNER** = true
Show the [Radio](#) banner.
- static bool **SHOW_RTV_BANNER** = true
Show the RTV banner.
- static bool **SHOW_TB_BANNER** = true
Show the TB banner.
- static bool **SHOW_TPB_BANNER** = true
Show the TPB banner.
- static bool **SHOW_TPS_BANNER** = true
Show the TPS banner.
- static bool **SHOW_TR_BANNER** = true
Show the TR banner.
- static string **APPLICATION_PATH** => [Crosstales.Common.Util.FileHelper.ValidatePath](#)(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.

Properties

- static string **PREFIX_FILE** [get]
URL prefix for files.

5.9.1 Detailed Description

Base for collected constants of very general utility for the asset.

5.9.2 Member Data Documentation

5.9.2.1 APPLICATION_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath  
dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1)) [static]
```

Application path.

5.9.2.2 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↵  
unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

5.9.2.3 ASSET_3P_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.↵  
unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

5.9.2.4 ASSET_3P_VOLUMETRIC_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.↵  
unity.com/packages/slug/17125?aid=10111NGT" [static]
```

URL of the 3rd party asset "Volumetric Audio".

5.9.2.5 ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.

5.9.2.6 ASSET_AUTHOR_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.com" [static]
```

URL of the asset author.

5.9.2.7 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

5.9.2.8 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

5.9.2.9 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

5.9.2.10 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

5.9.2.11 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

5.9.2.12 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

5.9.2.13 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

5.9.2.14 ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↵  
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

5.9.2.15 ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↵  
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

5.9.2.16 ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

5.9.2.17 ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

5.9.2.18 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

5.9.2.19 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

5.9.2.20 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

5.9.2.21 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↵  
com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

5.9.2.22 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↵  
com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

5.9.2.23 CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"  
[static]
```

Path to the cmd under Windows.

5.9.2.24 DEV_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false [static]
```

Development debug logging for the asset.

5.9.2.25 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

5.9.2.26 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

5.9.2.27 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

5.9.2.28 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

5.9.2.29 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

5.9.2.30 FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

5.9.2.31 FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

5.9.2.32 FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

5.9.2.33 PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

5.9.2.34 PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\" [static]
```

Path delimiter for Windows.

5.9.2.35 PROCESS_KILL_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000 [static]
```

Kill processes after 5000 milliseconds.

5.9.2.36 SHOW_BWF_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true [static]
```

Show the BWF banner.

5.9.2.37 SHOW_DJ_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true [static]
```

Show the DJ banner.

5.9.2.38 SHOW_FB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true [static]
```

Show the FB banner.

5.9.2.39 SHOW_OC_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true [static]
```

Show the OC banner.

5.9.2.40 SHOW_RADIO_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true [static]
```

Show the [Radio](#) banner.

5.9.2.41 SHOW_RTV_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true [static]
```

Show the RTV banner.

5.9.2.42 SHOW_TB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true [static]
```

Show the TB banner.

5.9.2.43 SHOW_TPB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true [static]
```

Show the TPB banner.

5.9.2.44 SHOW_TPS_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true [static]
```

Show the TPS banner.

5.9.2.45 SHOW_TR_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true [static]
```

Show the TR banner.

5.9.3 Property Documentation

5.9.3.1 PREFIX_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE [static], [get]
```

URL prefix for files.

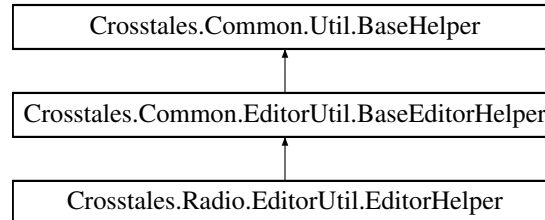
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.[↵](#)
CS

5.10 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static BuildTarget [GetBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [GetBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType< T >](#) ()
Returns assets for a certain type.
- static T [CreateAsset< T >](#) (string name, bool showSaveFileBrowser=true)
Create and return a new asset in a smart location based on the current selection and then select it.
- static void [InstantiatePrefab](#) (string prefabName, string path)
Instantiates a prefab.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")

- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_VolumetricAudio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")

Additional Inherited Members

5.10.1 Detailed Description

Base for various Editor helper functions.

5.10.2 Member Function Documentation

5.10.2.1 CreateAsset< T >()

```
static T Crosstales.Common.EditorUtil.BaseEditorHelper.CreateAsset< T > (
    string name,
    bool showSaveFileBrowser = true ) [static]
```

Create and return a new asset in a smart location based on the current selection and then select it.

Parameters

<i>name</i>	Name of the new asset. Do not include the .asset extension.
<i>showSaveFileBrowser</i>	Shows the save file browser to select a destination for the asset (default: true, optional).

Returns

The new asset.

Type Constraints

T : ScriptableObject

5.10.2.2 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T : Object

5.10.2.3 GetBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildNameFromBuildTarget ( BuildTarget build ) [static]
```

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

Returns

The build name for a BuildTarget.

5.10.2.4 GetBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildTargetForBuildName ( string build ) [static]
```

Returns the BuildTarget for a build name, like 'win64'.

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

Returns

The BuildTarget for a build name.

5.10.2.5 InstantiatePrefab()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InstantiatePrefab (
    string prefabName,
    string path ) [static]
```

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
<i>path</i>	Path to the prefab.

5.10.2.6 IsValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.IsValidBuildTarget (
    BuildTarget target ) [static]
```

Returns the true if the BuildTarget is installed in Unity.

Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

Returns

True if the BuildTarget is installed in Unity.

5.10.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
    string label,
    string text ) [static]
```

Generates a read-only text field with a label.

5.10.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

5.10.2.9 RestartUnity()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
    string executeMethod = "" ) [static]
```

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

5.10.2.10 SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
    int space = 12 ) [static]
```

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 12, optional).
--------------	---

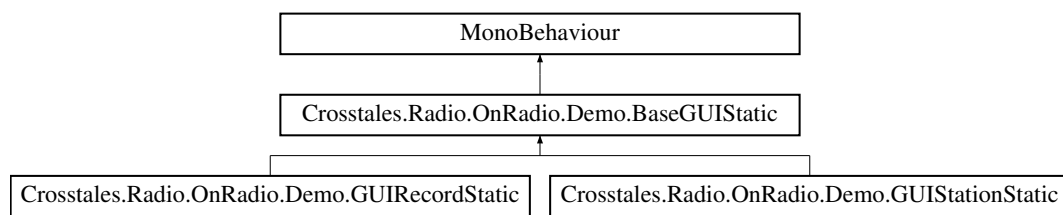
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditor↔
Helper.cs

5.11 Crosstales.Radio.OnRadio.Demo.BaseGUIStatic Class Reference

Base-class for a static GUI entry.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.BaseGUIStatic:



Public Member Functions

- void **Play** ()
- void **Stop** ()
- void **OpenUrl** ()

Public Attributes

- [Crosstales.Radio.RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- [Crosstales.Radio.OnRadio.Service.BaseService](#) **Service**
'BaseService' from the scene.
- Color32 [PlayColor](#) = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- int [Retries](#) = 3
How many times should the radio station restart after an error before giving up (default: 3).
- Text **TitleText**
- Text **SubText**
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**
- Color32 **StopColor**

Protected Member Functions

- virtual void **Start** ()
- virtual void **OnDisable** ()
- abstract void **onRecordChange** ([Crosstales.Radio.Model.RadioStation](#) station, [Crosstales.Radio.Model.RecordInfo](#) newrecord)

Protected Attributes

- [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) **record**
- string **uidQuery**

Properties

- abstract [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) **Record** [get, set]
'Record' for the player.

5.11.1 Detailed Description

Base-class for a static GUI entry.

5.11.2 Member Data Documentation

5.11.2.1 PlayColor

```
Color32 Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.11.2.2 Player

```
Crosstales.Radio.RadioPlayer Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.Player
```

'RadioPlayer' from the scene.

5.11.2.3 Retries

```
int Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.Retries = 3
```

How many times should the radio station restart after an error before giving up (default: 3).

5.11.2.4 Service

```
Crosstales.Radio.OnRadio.Service.BaseService Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.↔  
Service
```

'BaseService' from the scene.

5.11.3 Property Documentation

5.11.3.1 Record

```
abstract Crosstales.Radio.OnRadio.Model.RecordInfoExt Crosstales.Radio.OnRadio.Demo.BaseGUI↵
Static.Record [get], [set]
```

'Record' for the player.

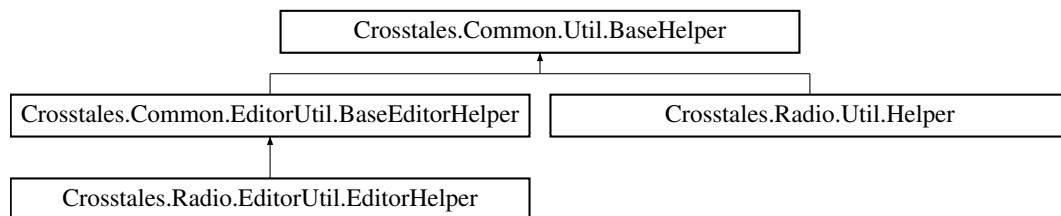
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↵
Scripts/BaseGUIStatic.cs

5.12 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes, bool useSI=false)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- static string [FormatSecondsToHRF](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static string [GenerateLoremIpsum](#) (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↵
Words=1, int maxWords=15)
Generates a "Lorem Ipsum" based on various parameters.
- static string [LanguageToISO639](#) (SystemLanguage language)
Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.
- static SystemLanguage [ISO639ToLanguage](#) (string isoCode)
Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.
- static object [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.
- static string [GetArgument](#) (string name)
Returns an argument for a name from the url or command line.
- static string[] [GetArguments](#) ()
Returns all arguments from the url or command line.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")
- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool **isStandalonePlatform** => **isWindowsPlatform** || **isMacOSPlatform** || **isLinuxPlatform**
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool **isWebPlatform** => **isWebGLPlatform**
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool **isWindowsBasedPlatform** => **isWindowsPlatform** || **isWSAPlatform** || **isXboxOnePlatform**
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool **isWSABasedPlatform** => **isWSAPlatform** || **isXboxOnePlatform**
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool **isAppleBasedPlatform** => **isMacOSPlatform** || **isIOSPlatform** || **isTvOSPlatform**
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool **isIOSBasedPlatform** => **isIOSPlatform** || **isTvOSPlatform**
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool **isMobilePlatform** => **isAndroidPlatform** || **isIOSBasedPlatform**
Checks if the current platform is mobile (Android and iOS).
- static bool **isEditor** => **isWindowsEditor** || **isMacOSEditor** || **isLinuxEditor**
Checks if we are inside the Editor.
- static bool **isEditorMode** => **isEditor** && !Application.isPlaying
Checks if we are in Editor mode.

Static Protected Attributes

- static readonly System.Random **rnd** = new System.Random()

Properties

- static bool **isWindowsPlatform** [get]
Checks if the current platform is Windows.
- static bool **isMacOSPlatform** [get]
Checks if the current platform is OSX.
- static bool **isLinuxPlatform** [get]
Checks if the current platform is Linux.
- static bool **isAndroidPlatform** [get]
Checks if the current platform is Android.
- static bool **isIOSPlatform** [get]
Checks if the current platform is iOS.
- static bool **isTvOSPlatform** [get]
Checks if the current platform is tvOS.
- static bool **isWSAPlatform** [get]
Checks if the current platform is WSA.
- static bool **isXboxOnePlatform** [get]
Checks if the current platform is XboxOne.
- static bool **isPS4Platform** [get]
Checks if the current platform is PS4.
- static bool **isWebGLPlatform** [get]
Checks if the current platform is WebGL.

- static bool [isWindowsEditor](#) [get]
Checks if we are inside the Windows Editor.
- static bool [isMacOSEditor](#) [get]
Checks if we are inside the macOS Editor.
- static bool [isLinuxEditor](#) [get]
Checks if we are inside the Linux Editor.
- static bool [isIL2CPP](#) [get]
Checks if the current build target uses IL2CPP.
- static [Crosstales.Common.Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
Returns the current platform.
- static int [AndroidAPILevel](#) [get]
Returns the Android API level of the current device (Android only)".

5.12.1 Detailed Description

Base for various helper functions.

5.12.2 Member Function Documentation

5.12.2.1 CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (  
    string replaceChars,  
    int stringLength ) [static]
```

Creates a string of characters with a given length.

Parameters

<i>replaceChars</i>	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
<i>stringLength</i>	Length of the generated string

Returns

Generated string

5.12.2.2 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (  
    long bytes,  
    bool useSI = false ) [static]
```

Format byte-value to Human-Readable-Form.

Parameters

<i>bytes</i>	Value in bytes
<i>useSI</i>	Use SI-system (default: false, optional)

Returns

Formatted byte-value in Human-Readable-Form.

5.12.2.3 FormatSecondsToHourMinSec()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec (  
    double seconds ) [static]
```

Format seconds to Human-Readable-Form.

Parameters

<i>seconds</i>	Value in seconds
----------------	------------------

Returns

Formatted seconds in Human-Readable-Form.

5.12.2.4 FormatSecondsToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHRF (  
    double seconds ) [static]
```

Format seconds to Human-Readable-Form.

Parameters

<i>seconds</i>	Value in seconds
----------------	------------------

Returns

Formatted seconds in Human-Readable-Form.

5.12.2.5 GenerateLoremIpsum()

```
static string Crosstales.Common.Util.BaseHelper.GenerateLoremIpsum (
    int length,
    int minSentences = 1,
    int maxSentences = int.MaxValue,
    int minWords = 1,
    int maxWords = 15 ) [static]
```

Generates a "Lorem Ipsum" based on various parameters.

Parameters

<i>length</i>	Length of the text
<i>minSentences</i>	Minimum number of sentences for the text (default: 1, optional)
<i>maxSentences</i>	Maximal number of sentences for the text (default: int.MaxValue, optional)
<i>minWords</i>	Minimum number of words per sentence (default: 1, optional)
<i>maxWords</i>	Maximal number of words per sentence (default: 15, optional)

Returns

"Lorem Ipsum" based on the given parameters.

5.12.2.6 GetArgument()

```
static string Crosstales.Common.Util.BaseHelper.GetArgument (
    string name ) [static]
```

Returns an argument for a name from the url or command line.

Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

Returns

Argument for a name from the url or command line.

5.12.2.7 GetArguments()

```
static string [] Crosstales.Common.Util.BaseHelper.GetArguments ( ) [static]
```

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.12.2.8 HSVToRGB()

```
static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (
    float h,
    float s,
    float v,
    float a = 1f ) [static]
```

Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>

Parameters

<i>h</i>	Hue
<i>s</i>	Saturation
<i>v</i>	Value
<i>a</i>	Alpha (optional)

Returns

True if the current platform is supported.

5.12.2.9 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	Parameters for the method (optional)

5.12.2.10 ISO639ToLanguage()

```
static SystemLanguage Crosstales.Common.Util.BaseHelper.ISO639ToLanguage (
    string isoCode ) [static]
```

Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.

Parameters

<i>isoCode</i>	ISO639-1 code to convert.
----------------	---------------------------

Returns

"SystemLanguage for the given ISO639-1 code.

5.12.2.11 LanguageToISO639()

```
static string Crosstales.Common.Util.BaseHelper.LanguageToISO639 (
    SystemLanguage language ) [static]
```

Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.

Parameters

<i>language</i>	SystemLanguage to convert.
-----------------	----------------------------

Returns

"ISO639-1 code for the given SystemLanguage.

5.12.2.12 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitString↵
ToLines (
    string text,
    bool ignoreCommentedLines = true,
    int skipHeaderLines = 0,
    int skipFooterLines = 0 ) [static]
```

Split the given text to lines and return it as list.

Parameters

<i>text</i>	Complete text fragment
<i>ignoreCommentedLines</i>	Ignore commente lines (default: true, optional)
<i>skipHeaderLines</i>	Number of skipped header lines (default: 0, optional)
<i>skipFooterLines</i>	Number of skipped footer lines (default: 0, optional)

Returns

Splitted lines as array

5.12.3 Member Data Documentation

5.12.3.1 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform  
|| isTvOSPlatform [static]
```

Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).

Returns

True if the current platform is Apple-based (macOS standalone, iOS or tvOS).

5.12.3.2 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor  
[static]
```

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.12.3.3 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode => isEditor && !ApplicationIsPlaying [static]
```

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.12.3.4 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform  
[static]
```

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.12.3.5 isMobilePlatform

```
bool Crosstales.Common.Util.BaseHelper.isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform  
[static]
```

Checks if the current platform is mobile (Android and iOS).

Returns

True if the current platform is mobile (Android and iOS).

5.12.3.6 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform => isWindowsPlatform || isMacOSPlatform  
|| isLinuxPlatform [static]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

True if the current platform is standalone (Windows, macOS or Linux).

5.12.3.7 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform => isWebGLPlatform [static]
```

Checks if the current platform is Web (WebPlayer or WebGL).

Returns

True if the current platform is Web (WebPlayer or WebGL).

5.12.3.8 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform  
|| isXboxOnePlatform [static]
```

Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

Returns

True if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

5.12.3.9 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform  
[static]
```

Checks if the current platform is WSA-based (WSA or XboxOne).

Returns

True if the current platform is WSA-based (WSA or XboxOne).

5.12.4 Property Documentation

5.12.4.1 AndroidAPILevel

```
int Crosstales.Common.Util.BaseHelper.AndroidAPILevel [static], [get]
```

Returns the Android API level of the current device (Android only)".

Returns

The Android API level of the current device.

5.12.4.2 CurrentPlatform

```
Crosstales.Common.Model.Enum.Platform? Crosstales.Common.Util.BaseHelper.CurrentPlatform  
[static], [get]
```

Returns the current platform.

Returns

The current platform.

5.12.4.3 isAndroidPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform [static], [get]
```

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.12.4.4 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.12.4.5 isiOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isiOSPlatform [static], [get]
```

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.12.4.6 isLinuxEditor

```
bool Crosstales.Common.Util.BaseHelper.isLinuxEditor [static], [get]
```

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.12.4.7 isLinuxPlatform

```
bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform [static], [get]
```

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.12.4.8 isMacOSEditor

```
bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]
```

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.12.4.9 isMacOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]
```

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.12.4.10 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.12.4.11 isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform [static], [get]
```

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.12.4.12 isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform [static], [get]
```

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.12.4.13 isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor [static], [get]
```

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.12.4.14 isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform [static], [get]
```

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.12.4.15 isWSAPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]
```

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.12.4.16 isXboxOnePlatform

```
bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform [static], [get]
```

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

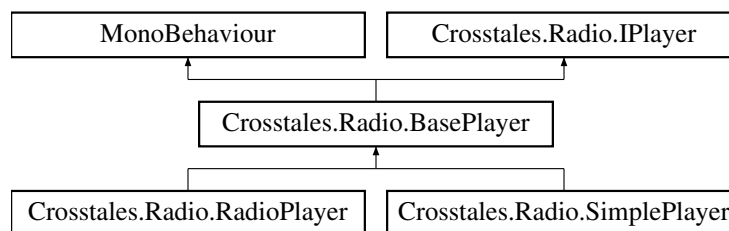
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.13 Crosstales.Radio.BasePlayer Class Reference

Base class for all players.

Inheritance diagram for Crosstales.Radio.BasePlayer:



Public Member Functions

- abstract void **Play** ()
Plays the radio-station.
- abstract void **Stop** ()
Stops the playback of the radio-station.
- abstract void **Restart** (float invokeDelay=Constants.INVOKE_DELAY)
Restarts the playback of the radio-station.
- abstract void **Mute** ()
Mute the playback of the record.
- abstract void **UnMute** ()
Unmute the playback of the record.
- virtual void **PlayOrStop** ()
Plays or stops the radio-station.
- virtual void **MuteOrUnMute** ()
Mute or unmute the playback of the record.

Static Public Attributes

- static bool **isAnyPlayback** => playCounter > 0
Checks if ANY [RadioPlayer](#) is in playback-mode on this system.
- static bool **isAnyAudioPlaying** => audioCounter > 0
Checks if ANY [RadioPlayer](#) playing audio on this system.

Protected Member Functions

- virtual void **onPlaybackStart** ([RadioStation](#) station)
- virtual void **onPlaybackEnd** ([RadioStation](#) station)
- virtual void **onBufferingStart** ([RadioStation](#) station)
- virtual void **onBufferingEnd** ([RadioStation](#) station)
- virtual void **onBufferingProgressUpdate** ([RadioStation](#) station, float progress)
- virtual void **onAudioStart** ([RadioStation](#) station)
- virtual void **onAudioEnd** ([RadioStation](#) station)
- virtual void **onAudioPlayTimeUpdate** ([RadioStation](#) station, float _playtime)
- virtual void **onRecordChange** ([RadioStation](#) station, [RecordInfo](#) newRecord)
- virtual void **onRecordPlayTimeUpdate** ([RadioStation](#) station, [RecordInfo](#) record, float playtime)
- virtual void **onNextRecordChange** ([RadioStation](#) station, [RecordInfo](#) nextRecord, float delay)
- virtual void **onNextRecordDelayUpdate** ([RadioStation](#) station, [RecordInfo](#) nextRecord, float delay)
- virtual void **onErrorInfo** ([RadioStation](#) station, string info)

Properties

- static int? **playCounter** [get, set]
- static int? **audioCounter** [get, set]
- abstract [PlaybackStartEvent](#) **onPlaybackStarted** [get]
- abstract [PlaybackEndEvent](#) **onPlaybackEnded** [get]
- abstract [BufferingStartEvent](#) **onBufferingStarted** [get]
- abstract [BufferingEndEvent](#) **onBufferingEnded** [get]
- abstract [AudioStartEvent](#) **onAudioStarted** [get]
- abstract [AudioEndEvent](#) **onAudioEnded** [get]
- abstract [RecordChangeEvent](#) **onRecordChanged** [get]
- abstract [ErrorEvent](#) **onError** [get]
- abstract [RadioStation](#) **Station** [get, set]
- abstract bool **HandleFocus** [get, set]
- abstract int **CacheStreamSize** [get, set]
- abstract bool **LegacyMode** [get, set]
- abstract bool **CaptureDataStream** [get, set]
- abstract AudioSource **Source** [get, protected set]
- abstract [AudioCodec](#) **Codec** [get, protected set]
- abstract float **PlayTime** [get, protected set]
- abstract float **BufferProgress** [get, protected set]
- abstract bool **isBuffering** [get]
- abstract long **CurrentBufferSize** [get]
- abstract bool **isPlayback** [get]
- abstract bool **isAudioPlaying** [get]
- abstract float **RecordPlayTime** [get, protected set]
- abstract [RecordInfo](#) **RecordInfo** [get]
- abstract [RecordInfo](#) **NextRecordInfo** [get]
- abstract float **NextRecordDelay** [get]

- abstract long **CurrentDownloadSpeed** [get]
- abstract [Crosstales.Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- abstract int **Channels** [get]
- abstract int **SampleRate** [get]
- abstract float **Volume** [get, set]
- abstract float **Pitch** [get, set]
- abstract float **StereoPan** [get, set]
- abstract bool **isMuted** [get, set]

Events

- PlaybackStart [OnPlaybackStart](#)
An event triggered whenever the playback starts.
- PlaybackEnd [OnPlaybackEnd](#)
An event triggered whenever the playback ends.
- BufferingStart [OnBufferingStart](#)
An event triggered whenever the buffering starts.
- BufferingEnd [OnBufferingEnd](#)
An event triggered whenever the buffering ends.
- BufferingProgressUpdate [OnBufferingProgressUpdate](#)
An event triggered whenever the buffering progress changes.
- AudioStart [OnAudioStart](#)
An event triggered whenever the audio starts.
- AudioEnd [OnAudioEnd](#)
An event triggered whenever the audio ends.
- AudioPlayTimeUpdate [OnAudioPlayTimeUpdate](#)
An event triggered whenever the audio playtime changes.
- RecordChange [OnRecordChange](#)
An event triggered whenever an audio record changes.
- RecordPlayTimeUpdate [OnRecordPlayTimeUpdate](#)
An event triggered whenever the audio record playtime changes.
- NextRecordChange [OnNextRecordChange](#)
An event triggered whenever the next record information is available.
- NextRecordDelayUpdate [OnNextRecordDelayUpdate](#)
An event triggered whenever the next record delay time changes.
- ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.

5.13.1 Detailed Description

Base class for all players.

5.13.2 Member Function Documentation

5.13.2.1 Mute()

```
abstract void Crosstales.Radio.BasePlayer.Mute ( ) [pure virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.13.2.2 MuteOrUnmute()

```
virtual void Crosstales.Radio.BasePlayer.MuteOrUnmute ( ) [virtual]
```

Mute or unmute the playback of the record.

Implements [Crosstales.Radio.IPlayer](#).

5.13.2.3 Play()

```
abstract void Crosstales.Radio.BasePlayer.Play ( ) [pure virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.13.2.4 PlayOrStop()

```
virtual void Crosstales.Radio.BasePlayer.PlayOrStop ( ) [virtual]
```

Plays or stops the radio-station.

Implements [Crosstales.Radio.IPlayer](#).

5.13.2.5 Restart()

```
abstract void Crosstales.Radio.BasePlayer.Restart (
    float invokeDelay = Constants.INVOKE_DELAY ) [pure virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.13.2.6 Stop()

```
abstract void Crosstales.Radio.BasePlayer.Stop ( ) [pure virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.13.2.7 UnMute()

```
abstract void Crosstales.Radio.BasePlayer.UnMute ( ) [pure virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.13.3 Member Data Documentation

5.13.3.1 isAnyAudioPlaying

```
bool Crosstales.Radio.BasePlayer.isAnyAudioPlaying => audioCounter > 0 [static]
```

Checks if ANY [RadioPlayer](#) playing audio on this system.

Returns

True if [RadioPlayer](#) playing audio on this system.

5.13.3.2 isAnyPlayback

```
bool Crosstales.Radio.BasePlayer.isAnyPlayback => playCounter > 0 [static]
```

Checks if ANY [RadioPlayer](#) is in playback-mode on this system.

Returns

True if [RadioPlayer](#) is in playback-mode on this system.

5.13.4 Event Documentation

5.13.4.1 OnAudioEnd

```
AudioEnd Crosstales.Radio.BasePlayer.OnAudioEnd
```

An event triggered whenever the audio ends.

ry>

5.13.4.2 OnAudioPlayTimeUpdate

```
AudioPlayTimeUpdate Crosstales.Radio.BasePlayer.OnAudioPlayTimeUpdate
```

An event triggered whenever the audio playtime changes.

5.13.4.3 OnAudioStart

```
AudioStart Crosstales.Radio.BasePlayer.OnAudioStart
```

An event triggered whenever the audio starts.

5.13.4.4 OnBufferingEnd

```
BufferingEnd Crosstales.Radio.BasePlayer.OnBufferingEnd
```

An event triggered whenever the buffering ends.

5.13.4.5 OnBufferingProgressUpdate

BufferingProgressUpdate Crosstales.Radio.BasePlayer.OnBufferingProgressUpdate

An event triggered whenever the buffering progress changes.

5.13.4.6 OnBufferingStart

BufferingStart Crosstales.Radio.BasePlayer.OnBufferingStart

An event triggered whenever the buffering starts.

5.13.4.7 OnErrorInfo

ErrorInfo Crosstales.Radio.BasePlayer.OnErrorInfo

An event triggered whenever an error occurs.

5.13.4.8 OnNextRecordChange

NextRecordChange Crosstales.Radio.BasePlayer.OnNextRecordChange

An event triggered whenever the next record information is available.

5.13.4.9 OnNextRecordDelayUpdate

NextRecordDelayUpdate Crosstales.Radio.BasePlayer.OnNextRecordDelayUpdate

An event triggered whenever the next record delay time changes.

5.13.4.10 OnPlaybackEnd

PlaybackEnd Crosstales.Radio.BasePlayer.OnPlaybackEnd

An event triggered whenever the playback ends.

5.13.4.11 OnPlaybackStart

PlaybackStart Crosstales.Radio.BasePlayer.OnPlaybackStart

An event triggered whenever the playback starts.

5.13.4.12 OnRecordChange

RecordChange Crosstales.Radio.BasePlayer.OnRecordChange

An event triggered whenever an audio record changes.

5.13.4.13 OnRecordPlayTimeUpdate

RecordPlayTimeUpdate Crosstales.Radio.BasePlayer.OnRecordPlayTimeUpdate

An event triggered whenever the audio record playtime changes.

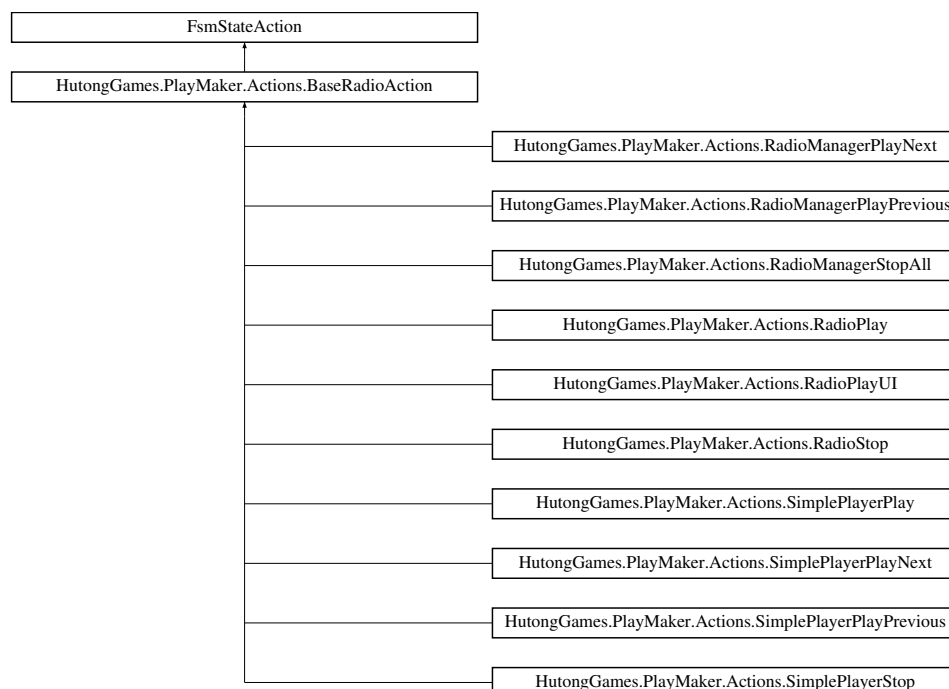
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/BasePlayer.cs

5.14 HutongGames.PlayMaker.Actions.BaseRadioAction Class Reference

Base class for Radio-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRadioAction:



Public Attributes

- FsmEvent **sendEvent**

5.14.1 Detailed Description

Base class for Radio-actions in [PlayMaker](#).

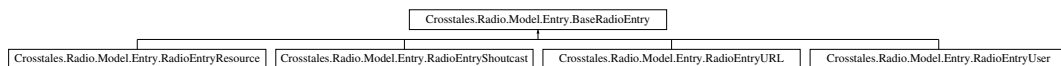
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/BaseRadioAction.cs

5.15 Crosstales.Radio.Model.Entry.BaseRadioEntry Class Reference

Base class for radio entries.

Inheritance diagram for Crosstales.Radio.Model.Entry.BaseRadioEntry:



Public Member Functions

- override string **ToString** ()

Public Attributes

- string [Name](#)
Name of the file or radio station.
- bool [ForceName](#)
Force the name of the station to this name (default: false).
- bool [EnableSource](#) = true
Enable the source in this provider (default: true).
- string [Station](#)
Provider of the radio stations (optional).
- string [Genres](#)
Genres of the radios (optional).
- float [Rating](#)
Your rating of the radios.
- string [Description](#)
Description of the radio stations (optional).
- Sprite [Icon](#)
Icon to represent the radio stations (optional).
- string [IconUrl](#)
Icon url for the radio station.
- string [City](#)

- City of the radio.*

 - string [Country](#)

Country of the radio (ISO 3166-1, e.g. 'ch').
 - string [Language](#)

Language of the radio (like 'german').
 - [AudioFormat](#) [Format](#) = [AudioFormat.MP3](#)

Default audio format of the stations (default: [AudioFormat.MP3](#)).
 - int [Bitrate](#) = [Config.DEFAULT_BITRATE](#)

Default bitrate in kbit/s (default: 128).
 - int [ChunkSize](#) = [Config.DEFAULT_CHUNKSIZE](#)

Default size of the streaming-chunk in KB (default: 32).
 - int [BufferSize](#) = [Config.DEFAULT_BUFFERSIZE](#)

Default size of the local buffer in KB (default: 48).
 - [AudioCodec](#) [ExcludedCodec](#) = [AudioCodec.None](#)

Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: [AudioCodec.None](#)).
 - bool [isInitialized](#)

Is this entry initialized?.

Protected Member Functions

- [BaseRadioEntry](#) ()

Default-constructor for a [BaseRadioEntry](#).
- [BaseRadioEntry](#) (string name, bool forceName, bool enableSource, string station, string genres, float rating, string desc, Sprite icon, string iconUrl, string city, string country, string language, [AudioFormat](#) format, int bitrate, int chunkSize, int bufferSize, [AudioCodec](#) excludeCodec)

Constructor for a [BaseRadioEntry](#).

5.15.1 Detailed Description

Base class for radio entries.

5.15.2 Constructor & Destructor Documentation

5.15.2.1 BaseRadioEntry() [1/2]

```
Crosstales.Radio.Model.Entry.BaseRadioEntry.BaseRadioEntry ( ) [protected]
```

Default-constructor for a [BaseRadioEntry](#).

5.15.2.2 BaseRadioEntry() [2/2]

```
Crosstales.Radio.Model.Entry.BaseRadioEntry.BaseRadioEntry (
    string name,
    bool forceName,
    bool enableSource,
    string station,
    string genres,
    float rating,
    string desc,
    Sprite icon,
    string iconUrl,
    string city,
    string country,
    string language,
    AudioFormat format,
    int bitrate,
    int chunkSize,
    int bufferSize,
    AudioCodec excludeCodec ) [protected]
```

Constructor for a [BaseRadioEntry](#).

Parameters

<i>name</i>	Name of the radio station.
<i>forceName</i>	Force the name of the station to this name.
<i>enableSource</i>	Enable the source in this provider.
<i>station</i>	Name of the station.
<i>genres</i>	Genres of the radio.
<i>rating</i>	Your rating of the radio.
<i>desc</i>	Description of the radio station.
<i>icon</i>	Icon of the radio station.
<i>iconUrl</i>	Icon url of the radio station.
<i>city</i>	City of the radio station.
<i>country</i>	Country of the radio station (ISO 3166-1, e.g. 'ch').
<i>language</i>	Language of the radio station (like 'german').
<i>format</i>	AudioFormat of the station.
<i>bitrate</i>	Bitrate in kbit/s.
<i>chunkSize</i>	Size of the streaming-chunk in KB.
<i>bufferSize</i>	Size of the local buffer in KB.
<i>excludeCodec</i>	Excluded codec.

5.15.3 Member Data Documentation

5.15.3.1 Bitrate

```
int Crosstales.Radio.Model.Entry.BaseRadioEntry.Bitrate = Config.DEFAULT_BITRATE
```

Default bitrate in kbit/s (default: 128).

5.15.3.2 BufferSize

```
int Crosstales.Radio.Model.Entry.BaseRadioEntry.BufferSize = Config.DEFAULT_BUFFER_SIZE
```

Default size of the local buffer in KB (default: 48).

5.15.3.3 ChunkSize

```
int Crosstales.Radio.Model.Entry.BaseRadioEntry.ChunkSize = Config.DEFAULT_CHUNK_SIZE
```

Default size of the streaming-chunk in KB (default: 32).

5.15.3.4 City

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.City
```

City of the radio.

5.15.3.5 Country

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.Country
```

Country of the radio (ISO 3166-1, e.g. 'ch').

5.15.3.6 Description

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.Description
```

Description of the radio stations (optional).

5.15.3.7 EnableSource

```
bool Crosstales.Radio.Model.Entry.BaseRadioEntry.EnableSource = true
```

Enable the source in this provider (default: true).

5.15.3.8 ExcludedCodec

`AudioCodec` Crosstales.Radio.Model.Entry.BaseRadioEntry.ExcludedCodec = AudioCodec.None

Exclude this station if the current `RadioPlayer` codec is equals this one (default: AudioCodec.None).

5.15.3.9 ForceName

`bool` Crosstales.Radio.Model.Entry.BaseRadioEntry.ForceName

Force the name of the station to this name (default: false).

5.15.3.10 Format

`AudioFormat` Crosstales.Radio.Model.Entry.BaseRadioEntry.Format = AudioFormat.MP3

Default audio format of the stations (default: AudioFormat.MP3).

5.15.3.11 Genres

`string` Crosstales.Radio.Model.Entry.BaseRadioEntry.Genres

Genres of the radios (optional).

5.15.3.12 Icon

`Sprite` Crosstales.Radio.Model.Entry.BaseRadioEntry.Icon

Icon to represent the radio stations (optional).

5.15.3.13 IconUrl

`string` Crosstales.Radio.Model.Entry.BaseRadioEntry.IconUrl

Icon url for the radio station.

5.15.3.14 isInitialized

```
bool Crosstales.Radio.Model.Entry.BaseRadioEntry.isInitialized
```

Is this entry initialized?.

5.15.3.15 Language

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.Language
```

Language of the radio (like 'german').

5.15.3.16 Name

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.Name
```

Name of the file or radio station.

5.15.3.17 Rating

```
float Crosstales.Radio.Model.Entry.BaseRadioEntry.Rating
```

Your rating of the radios.

5.15.3.18 Station

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.Station
```

[Provider](#) of the radio stations (optional).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/BaseRadioEntry.cs

5.16 Crosstales.Radio.Provider.BaseRadioProvider Class Reference

Base class for radio providers.

Inheritance diagram for Crosstales.Radio.Provider.BaseRadioProvider:



Public Member Functions

- virtual void **Load** ()
Loads all stations from this provider.
- void **Save** (string path)
Saves all stations from this provider as text-file with streams.

Public Attributes

- bool **isReadyInEditor** => loadedInEditor

Protected Member Functions

- virtual void **Start** ()
- virtual void **OnValidate** ()
- virtual void **init** ()
- IEnumerator **loadWeb** (string uid, [RadioEntryURL](#) entry, bool suppressDoubleStations=false)
- IEnumerator **loadResource** (string uid, [RadioEntryResource](#) entry, bool suppressDoubleStations=false)
- IEnumerator **loadShoutcast** (string uid, [RadioEntryShoutcast](#) entry, bool suppressDoubleStations=false)
- void **fillStationsFromM3U** (System.Collections.Generic.List< string > list, [BaseRadioEntry](#) entry, int read↳ NumberOfStations=0, bool suppressDoubleStations=false)
- void **fillStationsFromPLS** (System.Collections.Generic.List< string > list, [BaseRadioEntry](#) entry, int read↳ NumberOfStations=0, bool suppressDoubleStations=false)
- void **fillStationsFromText** (System.Collections.Generic.List< string > list, [BaseRadioEntry](#) entry, int read↳ NumberOfStations=0, bool suppressDoubleStations=false)
- string **addCoRoutine** ()
- void **onStationsChange** ()
- virtual void **initInEditor** ()
- void **loadWebInEditor** ([RadioEntryURL](#) entry, bool suppressDoubleStations=false)
- void **loadResourceInEditor** ([RadioEntryResource](#) entry, bool suppressDoubleStations=false)
- void **loadShoutcastInEditor** ([RadioEntryShoutcast](#) entry, bool suppressDoubleStations=false)

Protected Attributes

- readonly System.Collections.Generic.List< string > **coRoutines** = new System.Collections.Generic.↳ List<string>()

Properties

- bool **ClearStationsOnLoad** [get, set]
Clears all existing stations on 'Load'.
- bool **LoadOnStart** [get, set]
Calls 'Load' on Start.
- bool **LoadOnStartInEditor** [get, set]
Calls 'Load' on Start in Editor.
- bool **AllowOnlyHTTPS** [get, set]
Allow only HTTPS streams.
- abstract [StationsChangeEvent](#) **onStationsChanged** [get]
- abstract [ProviderReadyEvent](#) **onProviderReadyEvent** [get]
- abstract System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** [get]
- System.Collections.Generic.List< [RadioStation](#) > **Stations** [get, protected set]
- virtual bool **isReady** [get]

Events

- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever the provider is ready.

5.16.1 Detailed Description

Base class for radio providers.

5.16.2 Member Function Documentation

5.16.2.1 Load()

```
virtual void Crosstales.Radio.Provider.BaseRadioProvider.Load ( ) [virtual]
```

Loads all stations from this provider.

Implements [Crosstales.Radio.Provider.IRadioProvider](#).

Reimplemented in [Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio](#).

5.16.2.2 Save()

```
void Crosstales.Radio.Provider.BaseRadioProvider.Save (
    string path )
```

Saves all stations from this provider as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
-------------	------------------------

Implements [Crosstales.Radio.Provider.IRadioProvider](#).

5.16.3 Property Documentation

5.16.3.1 AllowOnlyHTTPS

```
bool Crosstales.Radio.Provider.BaseRadioProvider.AllowOnlyHTTPS [get], [set]
```

Allow only HTTPS streams.

5.16.3.2 ClearStationsOnLoad

```
bool Crosstales.Radio.Provider.BaseRadioProvider.ClearStationsOnLoad [get], [set]
```

Clears all existing stations on 'Load'.

5.16.3.3 LoadOnStart

```
bool Crosstales.Radio.Provider.BaseRadioProvider.LoadOnStart [get], [set]
```

Calls 'Load' on Start.

5.16.3.4 LoadOnStartInEditor

```
bool Crosstales.Radio.Provider.BaseRadioProvider.LoadOnStartInEditor [get], [set]
```

Calls 'Load' on Start in Editor.

5.16.4 Event Documentation

5.16.4.1 OnProviderReady

```
ProviderReady Crosstales.Radio.Provider.BaseRadioProvider.OnProviderReady
```

An event triggered whenever the provider is ready.

5.16.4.2 OnStationsChange

StationsChange Crosstales.Radio.Provider.BaseRadioProvider.OnStationsChange

An event triggered whenever the stations change.

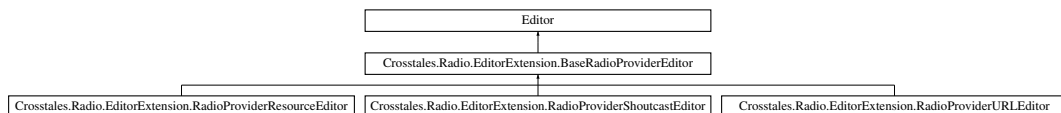
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/BaseRadioProvider.cs

5.17 Crosstales.Radio.EditorExtension.BaseRadioProviderEditor Class Reference

Base-class for custom editors of children of the 'BaseRadioProvider'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.BaseRadioProviderEditor:



Protected Member Functions

- virtual void **OnEnable** ()
- void **showData** ()

5.17.1 Detailed Description

Base-class for custom editors of children of the 'BaseRadioProvider'-class.

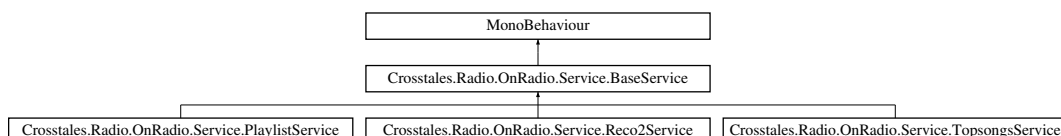
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/BaseRadioProviderEditor.cs

5.18 Crosstales.Radio.OnRadio.Service.BaseService Class Reference

Base-class of a service.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.BaseService:



Public Member Functions

- delegate void **QueryComplete** (string id)
- string **Query** ()
Query the service.
- string **StationService** ([Crosstales.Radio.Model.RadioStation](#) station)
Query the Station service.
- string **SongArtService** ([Crosstales.Radio.Model.RecordInfo](#) record, bool loadIcon)
Query the SongArt service.
- string **DARStationService** ([Crosstales.Radio.Model.RadioStation](#) station, bool loadIcon)
Query the DARStation service.
- System.Collections.Generic.List< [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) > **RecordsByArtist** (bool desc=false)
Returns all records of this service ordered by artist.
- System.Collections.Generic.List< [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) > **RecordsByTitle** (bool desc=false)
Returns all records of this service ordered by title.
- System.Collections.Generic.List< [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) > **RecordsByStationName** (bool desc=false)
Returns all records of this service ordered by station name.
- System.Collections.Generic.List< [Crosstales.Radio.OnRadio.Model.RadioStationExt](#) > **StationsByName** (bool desc=false)
Returns all stations of this service ordered by name.

Public Attributes

- readonly System.Collections.Generic.List< [Crosstales.Radio.OnRadio.Model.RadioStationExt](#) > **Stations** = new System.Collections.Generic.List<[Crosstales.Radio.OnRadio.Model.RadioStationExt](#)>()
- readonly System.Collections.Generic.List< [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) > **Records** = new System.Collections.Generic.List<[Crosstales.Radio.OnRadio.Model.RecordInfoExt](#)>()
- bool **IsValidToken** => !string.IsNullOrEmpty([Token](#)) && [Token](#).Length >= 10 && [Token](#).CTisInteger()
Indicates if the token is valid.

Static Public Attributes

- static int **TotalPlaylistRequests**
- static int **TotalReco2Requests**
- static int **TotalTopsongsRequests**
- static int **TotalStationRequests**
- static int **TotalSongArtRequests**
- static int **TotalDARStationRequests**
- static int **TotalRequests** => TotalPlaylistRequests + TotalReco2Requests + TotalTopsongsRequests + TotalStationRequests + TotalSongArtRequests + TotalDARStationRequests
Total number of requests to [OnRadio](#).

Protected Member Functions

- virtual void **OnEnable** ()
- virtual void **Start** ()
- abstract IEnumerator **query** (string id)
- void **clearData** ()
- IEnumerator **queryStation** (string id, [Crosstales.Radio.Model.RadioStation](#) station, bool isInternal)
- IEnumerator **querySongArt** (string id, [Crosstales.Radio.Model.RecordInfo](#) record, bool loadIcon, bool isInternal)
- IEnumerator **queryDARStation** (string id, [Crosstales.Radio.Model.RadioStation](#) station, bool loadIcon, bool isInternal)
- virtual void **onQueryComplete** (string id)

Protected Attributes

- bool **loggedTokenNull**

Static Protected Attributes

- const string **tokenNull** = "'Token' is null - can not access OnRadio!"

Properties

- string? **Token** [get, set]
Token to access [OnRadio](#).
- string **Token** [get, set]
- bool **EnableStation** [get, set]
Enable Station service.
- bool **AwaitStationQuery** [get, set]
Wait until Station query is finished.
- bool **EnableSongArt** [get, set]
Enable SongArt service.
- bool **AwaitSongArtQuery** [get, set]
Wait until SongArt query is finished.
- bool **LoadRecordIcon** [get, set]
Load the record icon.
- bool **EnableDARStation** [get, set]
Enable DARStation service.
- bool **AwaitDARStationQuery** [get, set]
Wait until DARStation query is finished.
- bool **LoadStationIcon** [get, set]
Load the station icon.
- Sprite **DefaultStationIcon** [get, set]
Default icon for the radio station.
- Sprite **DefaultSongIcon** [get, set]
Default icon for the song.
- bool **QueryOnStart** [get, set]
Query the service on start.
- abstract [QueryCompleteEvent](#) **onQueryCompleted** [get]

Events

- QueryComplete [OnQueryComplete](#)

An event triggered whenever the query is completed.

5.18.1 Detailed Description

Base-class of a service.

5.18.2 Member Function Documentation

5.18.2.1 DARStationService()

```
string Crosstales.Radio.OnRadio.Service.BaseService.DARStationService (
    Crosstales.Radio.Model.RadioStation station,
    bool loadIcon )
```

Query the DARStation service.

Parameters

<i>station</i>	Radio station to query
<i>loadIcon</i>	load the icon for the station

Returns

UID of the query.

5.18.2.2 Query()

```
string Crosstales.Radio.OnRadio.Service.BaseService.Query ( )
```

Query the service.

Returns

UID of the query.

5.18.2.3 RecordsByArtist()

```
System.Collections.Generic.List<Crosstales.Radio.OnRadio.Model.RecordInfoExt> Crosstales.↵
Radio.OnRadio.Service.BaseService.RecordsByArtist (
    bool desc = false )
```

Returns all records of this service ordered by artist.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All records of this set ordered by artist.

5.18.2.4 RecordsByStationName()

```
System.Collections.Generic.List<Crosstales.Radio.OnRadio.Model.RecordInfoExt> Crosstales.↵  
Radio.OnRadio.Service.BaseService.RecordsByStationName (   
    bool desc = false )
```

Returns all records of this service ordered by station name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All records of this set ordered by station name.

5.18.2.5 RecordsByTitle()

```
System.Collections.Generic.List<Crosstales.Radio.OnRadio.Model.RecordInfoExt> Crosstales.↵  
Radio.OnRadio.Service.BaseService.RecordsByTitle (   
    bool desc = false )
```

Returns all records of this service ordered by title.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All records of this set ordered by title.

5.18.2.6 SongArtService()

```
string Crosstales.Radio.OnRadio.Service.BaseService.SongArtService (
    Crosstales.Radio.Model.RecordInfo record,
    bool loadIcon )
```

Query the SongArt service.

Parameters

<i>record</i>	Record info to query
<i>loadIcon</i>	load the icon for the record

Returns

UID of the query.

5.18.2.7 StationsByName()

```
System.Collections.Generic.List<Crosstales.Radio.OnRadio.Model.RadioStationExt> Crosstales.↵
Radio.OnRadio.Service.BaseService.StationsByName (
    bool desc = false )
```

Returns all stations of this service ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All stations of this set ordered by name.

5.18.2.8 StationService()

```
string Crosstales.Radio.OnRadio.Service.BaseService.StationService (
    Crosstales.Radio.Model.RadioStation station )
```

Query the Station service.

Parameters

<i>station</i>	Radio station to query
----------------	------------------------

Returns

UID of the query.

5.18.3 Member Data Documentation

5.18.3.1 isValidToken

```
bool Crosstales.Radio.OnRadio.Service.BaseService.isValidToken => !string.IsNullOrEmpty(Token)
&& Token.Length >= 10 && Token.CTisInteger()
```

Indicates if the token is valid.

Returns

True if the token is valid.

5.18.3.2 TotalRequests

```
int Crosstales.Radio.OnRadio.Service.BaseService.TotalRequests => TotalPlaylistRequests +
TotalReco2Requests + TotalTopsongsRequests + TotalStationRequests + TotalSongArtRequests +
TotalDARStationRequests [static]
```

Total number of requests to [OnRadio](#).

Returns

Total number of requests to [OnRadio](#).

5.18.4 Property Documentation

5.18.4.1 AwaitDARStationQuery

```
bool Crosstales.Radio.OnRadio.Service.BaseService.AwaitDARStationQuery [get], [set]
```

Wait until DARStation query is finished.

5.18.4.2 AwaitSongArtQuery

`bool Crosstales.Radio.OnRadio.Service.BaseService.AwaitSongArtQuery [get], [set]`

Wait until SongArt query is finished.

5.18.4.3 AwaitStationQuery

`bool Crosstales.Radio.OnRadio.Service.BaseService.AwaitStationQuery [get], [set]`

Wait until Station query is finished.

5.18.4.4 DefaultSongIcon

`Sprite Crosstales.Radio.OnRadio.Service.BaseService.DefaultSongIcon [get], [set]`

Default icon for the song.

5.18.4.5 DefaultStationIcon

`Sprite Crosstales.Radio.OnRadio.Service.BaseService.DefaultStationIcon [get], [set]`

Default icon for the radio station.

5.18.4.6 EnableDARStation

`bool Crosstales.Radio.OnRadio.Service.BaseService.EnableDARStation [get], [set]`

Enable DARStation service.

5.18.4.7 EnableSongArt

`bool Crosstales.Radio.OnRadio.Service.BaseService.EnableSongArt [get], [set]`

Enable SongArt service.

5.18.4.8 EnableStation

```
bool Crosstales.Radio.OnRadio.Service.BaseService.EnableStation [get], [set]
```

Enable Station service.

5.18.4.9 LoadRecordIcon

```
bool Crosstales.Radio.OnRadio.Service.BaseService.LoadRecordIcon [get], [set]
```

Load the record icon.

5.18.4.10 LoadStationIcon

```
bool Crosstales.Radio.OnRadio.Service.BaseService.LoadStationIcon [get], [set]
```

Load the station icon.

5.18.4.11 QueryOnStart

```
bool Crosstales.Radio.OnRadio.Service.BaseService.QueryOnStart [get], [set]
```

Query the service on start.

5.18.4.12 Token

```
string? Crosstales.Radio.OnRadio.Service.BaseService.Token [get], [set]
```

Token to access [OnRadio](#).

5.18.5 Event Documentation

5.18.5.1 OnQueryComplete

QueryComplete Crosstales.Radio.OnRadio.Service.BaseService.OnQueryComplete

An event triggered whenever the query is completed.

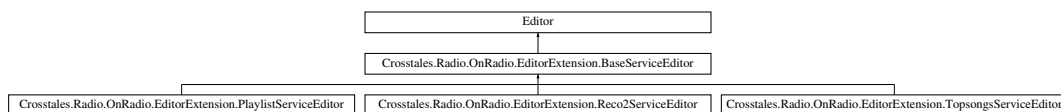
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Service/BaseService.cs

5.19 Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor Class Reference

Custom editor for the 'BaseService'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor:



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()

5.19.1 Detailed Description

Custom editor for the 'BaseService'-class.

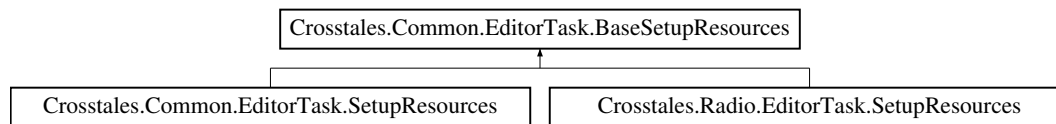
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/Base↔ ServiceEditor.cs

5.20 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base-class for moving all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.20.1 Detailed Description

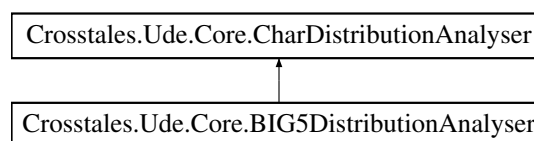
Base-class for moving all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

5.21 Crosstales.Ude.Core.BIG5DistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.BIG5DistributionAnalyser:



Public Member Functions

- override int **GetOrder** (byte[] buf, int offset)
first byte range: 0xa4 – 0xfe second byte range: 0x40 – 0x7e , 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.21.1 Member Function Documentation

5.21.1.1 GetOrder()

```
override int Crosstales.Ude.Core.BIG5DistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

first byte range: 0xa4 – 0xfe second byte range: 0x40 – 0x7e , 0xa1 – 0xfe no validation needed here. State machine has done that

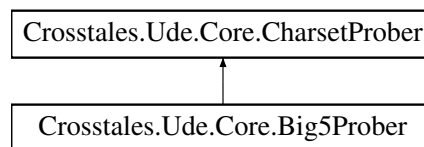
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔
DistributionAnalyser.cs

5.22 Crosstales.Ude.Core.Big5Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.Big5Prober:



Public Member Functions

- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override void [Reset](#) ()
Reset prober state
- override string [GetCharsetName](#) ()
- override float [GetConfidence](#) ()

Additional Inherited Members

5.22.1 Member Function Documentation

5.22.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.Big5Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.22.1.2 Reset()

```
override void Crosstales.Ude.Core.Big5Prober.Reset ( ) [virtual]
```

Reset prober state

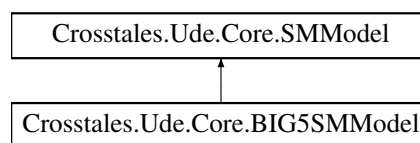
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Big5↵
Prober.cs

5.23 Crosstales.Ude.Core.BIG5SMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.BIG5SMModel:



Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↵
CSSM.cs

5.24 Crosstales.Ude.Core.BitPackage Class Reference

Public Member Functions

- **BitPackage** (int indexShift, int shiftMask, int bitShift, int unitMask, int[] data)
- int **Unpack** (int i)

Static Public Member Functions

- static int **Pack16bits** (int a, int b)
- static int **Pack8bits** (int a, int b, int c, int d)
- static int **Pack4bits** (int a, int b, int c, int d, int e, int f, int g, int h)

Static Public Attributes

- static int **INDEX_SHIFT_4BITS** = 3
- static int **INDEX_SHIFT_8BITS** = 2
- static int **INDEX_SHIFT_16BITS** = 1
- static int **SHIFT_MASK_4BITS** = 7
- static int **SHIFT_MASK_8BITS** = 3
- static int **SHIFT_MASK_16BITS** = 1
- static int **BIT_SHIFT_4BITS** = 2
- static int **BIT_SHIFT_8BITS** = 3
- static int **BIT_SHIFT_16BITS** = 4
- static int **UNIT_MASK_4BITS** = 0x0000000F
- static int **UNIT_MASK_8BITS** = 0x000000FF
- static int **UNIT_MASK_16BITS** = 0x0000FFFF

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/BitPackage.cs

5.25 Crosstales.NLayer.Decoder.BitReservoir Class Reference

Public Member Functions

- bool **AddBits** ([IMpegFrame](#) frame, int overlap)
- int **GetBits** (int count)
- int **Get1Bit** ()
- int **TryPeekBits** (int count, out int readCount)
- void **SkipBits** (int count)
- void **RewindBits** (int count)
- void **FlushBits** ()
- void **Reset** ()

Properties

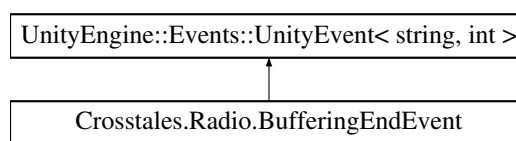
- int **BitsAvailable** [get]
- long **BitsRead** [get]

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/BitReservoir.cs

5.26 Crosstales.Radio.BufferingEndEvent Class Reference

Inheritance diagram for Crosstales.Radio.BufferingEndEvent:

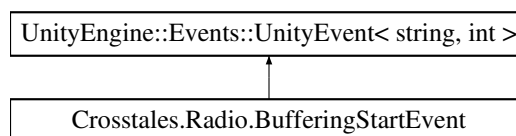


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.27 Crosstales.Radio.BufferingStartEvent Class Reference

Inheritance diagram for Crosstales.Radio.BufferingStartEvent:

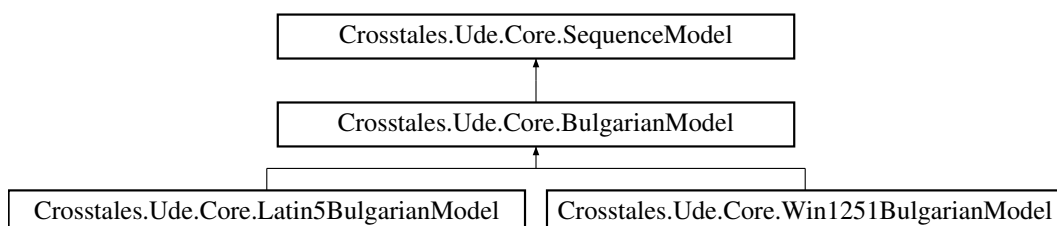


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.28 Crosstales.Ude.Core.BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.BulgarianModel:



Public Member Functions

- **BulgarianModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

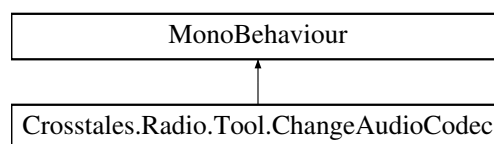
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ BulgarianModel.cs

5.29 Crosstales.Radio.Tool.ChangeAudioCodec Class Reference

Changes the default audio codec under Windows.

Inheritance diagram for Crosstales.Radio.Tool.ChangeAudioCodec:



Public Attributes

- [Crosstales.Radio.Model.Enum.AudioCodec](#) **Codec** = Crosstales.Radio.Model.Enum.AudioCodec.MP3_N↔ Layer

5.29.1 Detailed Description

Changes the default audio codec under Windows.

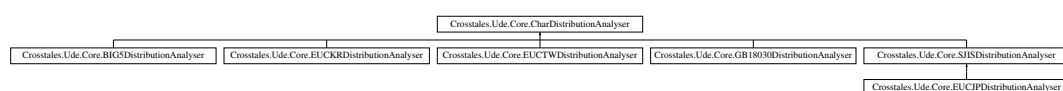
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/ChangeAudioCodec/↔ Scripts/ChangeAudioCodec.cs

5.30 Crosstales.Ude.Core.CharDistributionAnalyser Class Reference

Base class for the Character Distribution Method, used for the CJK encodings

Inheritance diagram for Crosstales.Ude.Core.CharDistributionAnalyser:



Public Member Functions

- abstract int [GetOrder](#) (byte[] buf, int offset)
Feed a block of data and do distribution analysis
- void [HandleOneChar](#) (byte[] buf, int offset, int charLen)
Feed a character with known length
- virtual void **Reset** ()
- virtual float [GetConfidence](#) ()
return confidence base on received data
- bool **GotEnoughData** ()

Protected Attributes

- bool **done**
- int **freqChars**
- int **totalChars**
- int[] **charToFreqOrder**
- float **typicalDistributionRatio**

Static Protected Attributes

- const float **SURE_YES** = 0.99f
- const float **SURE_NO** = 0.01f
- const int **MINIMUM_DATA_THRESHOLD** = 4
- const int **ENOUGH_DATA_THRESHOLD** = 1024

5.30.1 Detailed Description

Base class for the Character Distribution Method, used for the CJK encodings

5.30.2 Member Function Documentation

5.30.2.1 GetConfidence()

```
virtual float Crosstales.Ude.Core.CharDistributionAnalyser.GetConfidence ( ) [virtual]
```

return confidence base on received data

Returns

5.30.2.2 GetOrder()

```
abstract int Crosstales.Ude.Core.CharDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [pure virtual]
```

Feed a block of data and do distribution analysis

we do not handle character base on its original encoding string, but convert this encoding string to a number, here called order. This allow multiple encoding of a language to share one frequency table

Parameters

<i>buf</i>	A System.Byte
<i>offset</i>	

Returns

Implemented in [Crosstales.Ude.Core.EUCJPDistributionAnalyser](#), [Crosstales.Ude.Core.SJISDistributionAnalyser](#), [Crosstales.Ude.Core.BIG5DistributionAnalyser](#), [Crosstales.Ude.Core.EUCKRDistributionAnalyser](#), [Crosstales.Ude.Core.EUCTWDistributionAnalyser](#) and [Crosstales.Ude.Core.GB18030DistributionAnalyser](#).

5.30.2.3 HandleOneChar()

```
void Crosstales.Ude.Core.CharDistributionAnalyser.HandleOneChar (
    byte[] buf,
    int offset,
    int charLen )
```

Feed a character with known length

Parameters

<i>buf</i>	A System.Byte
<i>offset</i>	buf offset

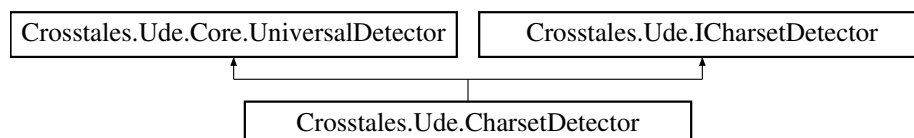
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔
DistributionAnalyser.cs

5.31 Crosstales.Ude.CharsetDetector Class Reference

Default implementation of charset detection interface. The detector can be fed by a System.IO.Stream:

Inheritance diagram for Crosstales.Ude.CharsetDetector:



Public Member Functions

- void **Feed** (Stream stream)
Feed a bytes stream to the detector.
- bool **IsDone** ()
Returns true if the detector has found a result and it is sure about it.
- override void **Reset** ()
Clear internal state of charset detector. In the original interface this method is protected.

Protected Member Functions

- override void **Report** (string charset, float confidence)

Properties

- string **Charset** [get]
- float **Confidence** [get]
- int **CodePage** [get]

Additional Inherited Members

5.31.1 Detailed Description

Default implementation of charset detection interface. The detector can be fed by a System.IO.Stream:

```
using (FileStream fs = File.OpenRead(filename)) { CharsetDetector cdet =  
new CharsetDetector(); cdet.Feed(fs); cdet.DataEnd(); Console.WriteLine("{0},  
{1}", cdet.Charset, cdet.Confidence);
```

or by a byte a array:

```
byte[] buff = new byte[1024];  
int read;  
while ((read = stream.Read(buff, 0, buff.Length)) > 0 && !done)  
    Feed(buff, 0, read);  
cdet.DataEnd();  
Console.WriteLine("{0}, {1}", cdet.Charset, cdet.Confidence);
```

5.31.2 Member Function Documentation

5.31.2.1 Feed()

```
void Crosstales.Ude.CharsetDetector.Feed (  
    Stream stream )
```

Feed a bytes stream to the detector.

Parameters

<i>stream</i>	an input stream
---------------	-----------------

Implements [Crosstales.Ude.ICharsetDetector](#).

5.31.2.2 IsDone()

```
bool Crosstales.Ude.CharsetDetector.IsDone ( )
```

Returns true if the detector has found a result and it is sure about it.

Returns

true if the detector has detected the encoding

Implements [Crosstales.Ude.ICharsetDetector](#).

5.31.2.3 Reset()

```
override void Crosstales.Ude.CharsetDetector.Reset ( ) [virtual]
```

Clear internal state of charset detector. In the original interface this method is protected.

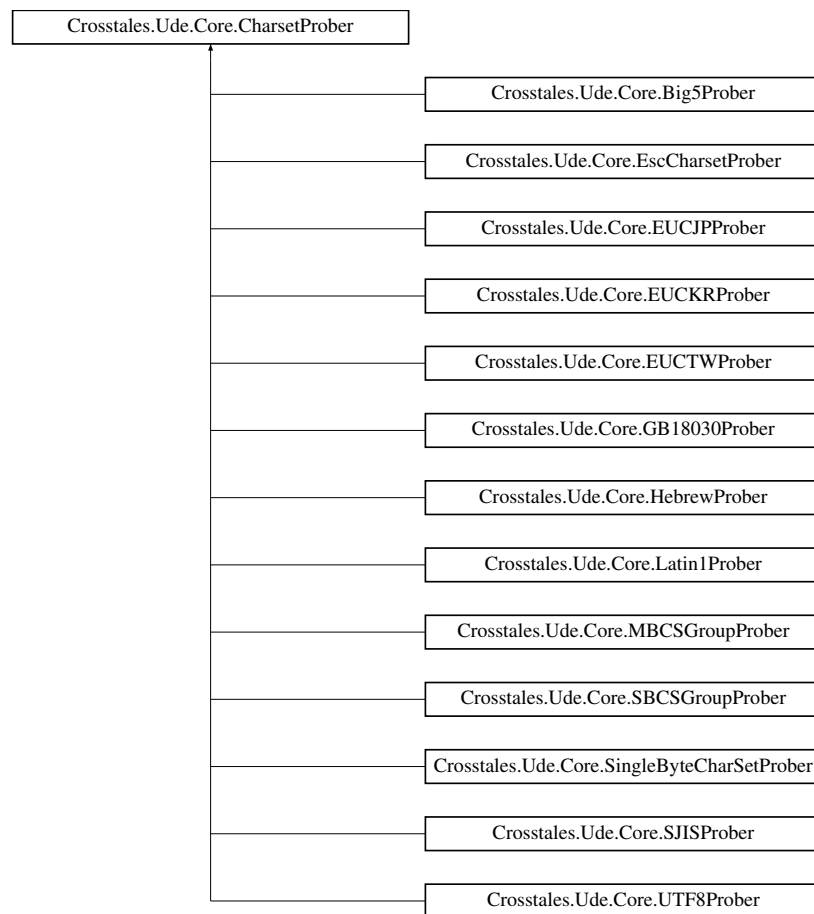
Reimplemented from [Crosstales.Ude.Core.UniversalDetector](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Charset↔
Detector.cs

5.32 Crosstales.Ude.Core.CharsetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.CharsetProber:



Public Member Functions

- abstract ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- abstract void [Reset](#) ()
Reset prober state
- abstract string **GetCharsetName** ()
- abstract float **GetConfidence** ()
- virtual ProbingState **GetState** ()
- virtual void **SetOption** ()
- virtual void **DumpStatus** ()

Static Protected Member Functions

- static byte[] [FilterWithoutEnglishLetters](#) (byte[] buf, int offset, int len)
- static byte[] [FilterWithEnglishLetters](#) (byte[] buf, int offset, int len)

Do filtering to reduce load to probers (Remove ASCII symbols, collapse spaces). This filter applies to all scripts which contain both English characters and upper ASCII characters.

Protected Attributes

- ProbingState **state**

Static Protected Attributes

- const float **SHORTCUT_THRESHOLD** = 0.95F

5.32.1 Member Function Documentation

5.32.1.1 FilterWithEnglishLetters()

```
static byte [] Crosstales.Ude.Core.CharsetProber.FilterWithEnglishLetters (
    byte[] buf,
    int offset,
    int len ) [static], [protected]
```

Do filtering to reduce load to probers (Remove ASCII symbols, collapse spaces). This filter applies to all scripts which contain both English characters and upper ASCII characters.

Returns

a filtered copy of the input buffer

5.32.1.2 FilterWithoutEnglishLetters()

```
static byte [] Crosstales.Ude.Core.CharsetProber.FilterWithoutEnglishLetters (
    byte[] buf,
    int offset,
    int len ) [static], [protected]
```

Returns

filtered buffer

5.32.1.3 HandleData()

```
abstract ProbingState Crosstales.Ude.Core.CharsetProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [pure virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implemented in [Crosstales.Ude.Core.HebrewProber](#), [Crosstales.Ude.Core.Latin1Prober](#), [Crosstales.Ude.Core.MBCSGroupProber](#), [Crosstales.Ude.Core.SingleByteCharSetProber](#), [Crosstales.Ude.Core.SBCSGroupProber](#), [Crosstales.Ude.Core.SJISProber](#), [Crosstales.Ude.Core.EscCharsetProber](#), [Crosstales.Ude.Core.UTF8Prober](#), [Crosstales.Ude.Core.GB18030Prober](#), [Crosstales.Ude.Core.EUCJPProber](#), [Crosstales.Ude.Core.EUCKRProber](#), [Crosstales.Ude.Core.Big5Prober](#), and [Crosstales.Ude.Core.EUCTWProber](#).

5.32.1.4 Reset()

```
abstract void Crosstales.Ude.Core.CharsetProber.Reset ( ) [pure virtual]
```

Reset prober state

Implemented in [Crosstales.Ude.Core.HebrewProber](#), [Crosstales.Ude.Core.SBCSGroupProber](#), [Crosstales.Ude.Core.SingleByteCharSetProber](#), [Crosstales.Ude.Core.Latin1Prober](#), [Crosstales.Ude.Core.GB18030Prober](#), [Crosstales.Ude.Core.SJISProber](#), [Crosstales.Ude.Core.EUCKRProber](#), [Crosstales.Ude.Core.EUCJPProber](#), [Crosstales.Ude.Core.EUCTWProber](#), [Crosstales.Ude.Core.Big5Prober](#), [Crosstales.Ude.Core.MBCSGroupProber](#), [Crosstales.Ude.Core.UTF8Prober](#), and [Crosstales.Ude.Core.EscCharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Charset↔Prober.cs

5.33 Crosstales.Ude.Charsets Class Reference

Static Public Attributes

- const string **ASCII** = "ASCII"
- const string **UTF8** = "UTF-8"
- const string **UTF16_LE** = "UTF-16LE"
- const string **UTF16_BE** = "UTF-16BE"
- const string **UTF32_BE** = "UTF-32BE"
- const string **UTF32_LE** = "UTF-32LE"
- const string **UCS4_3412** = "X-ISO-10646-UCS-4-3412"
Unusual BOM (3412 order)
- const string **UCS4_2413** = "X-ISO-10646-UCS-4-2413"
Unusual BOM (2413 order)
- const string **WIN1251** = "windows-1251"

Cyrillic (based on bulgarian and russian data)

- const string [WIN1252](#) = "windows-1252"

Latin-1, almost identical to ISO-8859-1

- const string [WIN1253](#) = "windows-1253"

Greek

- const string [WIN1255](#) = "windows-1255"

Logical hebrew (includes ISO-8859-8-I and most of x-mac-hebrew)

- const string [BIG5](#) = "Big-5"

Traditional chinese

- const string **EUCKR** = "EUC-KR"
- const string **EUCJP** = "EUC-JP"
- const string **EUCTW** = "EUC-TW"
- const string [GB18030](#) = "gb18030"

Note: gb2312 is a subset of gb18030

- const string **ISO2022_JP** = "ISO-2022-JP"
- const string **ISO2022_CN** = "ISO-2022-CN"
- const string **ISO2022_KR** = "ISO-2022-KR"
- const string [HZ_GB_2312](#) = "HZ-GB-2312"

Simplified chinese

- const string **SHIFT_JIS** = "Shift-JIS"
- const string **MAC_CYRILLIC** = "x-mac-cyrillic"
- const string **KOI8R** = "KOI8-R"
- const string **IBM855** = "IBM855"
- const string **IBM866** = "IBM866"
- const string [ISO8859_2](#) = "ISO-8859-2"

East-Europe. Disabled because too similar to windows-1252 (latin-1). Should use tri-grams models to discriminate between these two charsets.

- const string [ISO8859_5](#) = "ISO-8859-5"

Cyrillic

- const string [ISO_8859_7](#) = "ISO-8859-7"

Greek

- const string [ISO8859_8](#) = "ISO-8859-8"

Visual Hebrew

- const string [TIS620](#) = "TIS620"

Thai. This recognizer is not enabled yet.

5.33.1 Member Data Documentation

5.33.1.1 BIG5

```
const string Crosstales.Ude.Charsets.BIG5 = "Big-5" [static]
```

Traditional chinese

5.33.1.2 GB18030

```
const string Crosstales.Ude.Charsets.GB18030 = "gb18030" [static]
```

Note: gb2312 is a subset of gb18030

5.33.1.3 HZ_GB_2312

```
const string Crosstales.Ude.Charsets.HZ_GB_2312 = "HZ-GB-2312" [static]
```

Simplified chinese

5.33.1.4 ISO8859_2

```
const string Crosstales.Ude.Charsets.ISO8859_2 = "ISO-8859-2" [static]
```

East-Europe. Disabled because too similar to windows-1252 (latin-1). Should use tri-grams models to discriminate between these two charsets.

5.33.1.5 ISO8859_5

```
const string Crosstales.Ude.Charsets.ISO8859_5 = "ISO-8859-5" [static]
```

Cyrillic

5.33.1.6 ISO8859_8

```
const string Crosstales.Ude.Charsets.ISO8859_8 = "ISO-8859-8" [static]
```

Visual Hebrew

5.33.1.7 ISO_8859_7

```
const string Crosstales.Ude.Charsets.ISO_8859_7 = "ISO-8859-7" [static]
```

Greek

5.33.1.8 TIS620

```
const string Crosstales.Ude.Charsets.TIS620 = "TIS620" [static]
```

Thai. This recognizer is not enabled yet.

5.33.1.9 UCS4_2413

```
const string Crosstales.Ude.Charsets.UCS4_2413 = "X-ISO-10646-UCS-4-2413" [static]
```

Unusual BOM (2413 order)

5.33.1.10 UCS4_3412

```
const string Crosstales.Ude.Charsets.UCS4_3412 = "X-ISO-10646-UCS-4-3412" [static]
```

Unusual BOM (3412 order)

5.33.1.11 WIN1251

```
const string Crosstales.Ude.Charsets.WIN1251 = "windows-1251" [static]
```

Cyrillic (based on bulgarian and russian data)

5.33.1.12 WIN1252

```
const string Crosstales.Ude.Charsets.WIN1252 = "windows-1252" [static]
```

Latin-1, almost identical to ISO-8859-1

5.33.1.13 WIN1253

```
const string Crosstales.Ude.Charsets.WIN1253 = "windows-1253" [static]
```

Greek

5.33.1.14 WIN1255

```
const string Crosstales.Ude.Charsets.WIN1255 = "windows-1255" [static]
```

Logical hebrew (includes ISO-8859-8-I and most of x-mac-hebrew)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Charsets.↵
cs

5.34 Crosstales.Ude.Core.CodingStateMachine Class Reference

Parallel state machine for the Coding Scheme Method

Public Member Functions

- **CodingStateMachine** ([SMMModel](#) model)
- int **NextState** (byte b)
- void **Reset** ()

Properties

- int **CurrentCharLen** [get]
- string **ModelName** [get]

5.34.1 Detailed Description

Parallel state machine for the Coding Scheme Method

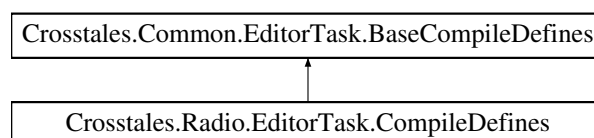
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Coding↵
StateMachine.cs

5.35 Crosstales.Radio.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Radio.EditorTask.CompileDefines:



Additional Inherited Members

5.35.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

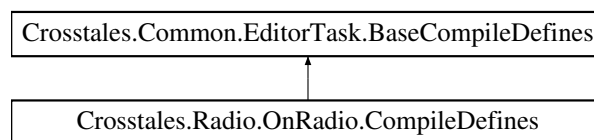
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/CompileDefines.↔
cs

5.36 Crosstales.Radio.OnRadio.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Radio.OnRadio.CompileDefines:



Additional Inherited Members

5.36.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

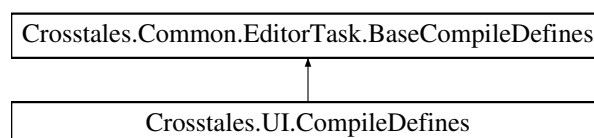
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/Compile↔
Defines.cs

5.37 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.37.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Editor/Compile↵ Defines.cs

5.38 Crosstales.Radio.OnRadio.Demo.ComplexObject Class Reference

A complex object for all parameters of a gui-prefab used in [GUIOnRadio](#).

Public Member Functions

- **ComplexObject** ([BaseGUIStatic](#) script, Transform objectTransform, RectTransform objectRectTransform, Image objectImage)

Public Attributes

- [BaseGUIStatic](#) **Script**
- Transform **ObjectTransform**
- RectTransform **ObjectRectTransform**
- Image **ObjectImage**

5.38.1 Detailed Description

A complex object for all parameters of a gui-prefab used in [GUIOnRadio](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↵ Scripts/ComplexObject.cs

5.39 Crosstales.Radio.Demo.ComplexObject Class Reference

A complex object for all parameters of a gui-prefab used in [GUIRadioplayer](#).

Public Member Functions

- **ComplexObject** ([GUIRadioStatic](#) script, Transform objectTransform, RectTransform objectRectTransform, Image objectImage)

Public Attributes

- [GUIRadioStatic](#) **Script**
- Transform **ObjectTransform**
- RectTransform **ObjectRectTransform**
- Image **ObjectImage**

5.39.1 Detailed Description

A complex object for all parameters of a gui-prefab used in [GUIRadioplayer](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/Complex↔Object.cs

5.40 Crosstales.Radio.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static int [DEFAULT_BITRATE](#) = Constants.DEFAULT_DEFAULT_BITRATE
Default bitrate for a [RadioPlayer](#) in kbps.
- static int [DEFAULT_CHUNKSIZE](#) = Constants.DEFAULT_DEFAULT_CHUNKSIZE
Default chunk-size for a [RadioPlayer](#) in KB.
- static int [DEFAULT_BUFFERSIZE](#) = Constants.DEFAULT_DEFAULT_BUFFERSIZE
Default buffer-size for a [RadioPlayer](#) in KB.
- static int [DEFAULT_CACHESTREAMSIZE](#) = Constants.DEFAULT_DEFAULT_CACHESTREAMSIZE
Default cachestream-size for a [RadioPlayer](#) in KB.
- static int [MAX_CACHESTREAMSIZE](#) = Constants.DEFAULT_MAX_CACHESTREAMSIZE
Maximal cachestream-size for a [RadioPlayer](#) in KB.
- static bool [isLoading](#)
Is the configuration loaded?

5.40.1 Detailed Description

Configuration for the asset.

5.40.2 Member Function Documentation

5.40.2.1 Load()

```
static void Crosstales.Radio.Util.Config.Load ( ) [static]
```

Loads all changeable variables.

5.40.2.2 Reset()

```
static void Crosstales.Radio.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.40.2.3 Save()

```
static void Crosstales.Radio.Util.Config.Save ( ) [static]
```

Saves all changeable variables.

5.40.3 Member Data Documentation

5.40.3.1 DEBUG

```
bool Crosstales.Radio.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV\_DEBUG [static]
```

Enable or disable debug logging for the asset.

5.40.3.2 DEFAULT_BITRATE

```
int Crosstales.Radio.Util.Config.DEFAULT_BITRATE = Constants.DEFAULT_DEFAULT_BITRATE [static]
```

Default bitrate for a [RadioPlayer](#) in kbps.

5.40.3.3 DEFAULT_BUFFERSIZE

```
int Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE = Constants.DEFAULT_DEFAULT_BUFFERSIZE [static]
```

Default buffer-size for a [RadioPlayer](#) in KB.

5.40.3.4 DEFAULT_CACHESTREAMSIZE

```
int Crosstales.Radio.Util.Config.DEFAULT_CACHESTREAMSIZE = Constants.DEFAULT_DEFAULT_CACHEST↵  
REAMSIZE [static]
```

Default cachestream-size for a [RadioPlayer](#) in KB.

5.40.3.5 DEFAULT_CHUNKSIZE

```
int Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE = Constants.DEFAULT_DEFAULT_CHUNKSIZE [static]
```

Default chunk-size for a [RadioPlayer](#) in KB.

5.40.3.6 isLoaded

```
bool Crosstales.Radio.Util.Config.isLoaded [static]
```

Is the configuration loaded?

5.40.3.7 MAX_CACHESTREAMSIZE

```
int Crosstales.Radio.Util.Config.MAX_CACHESTREAMSIZE = Constants.DEFAULT_MAX_CACHESTREAMSIZE [static]
```

Maximal cachestream-size for a [RadioPlayer](#) in KB.

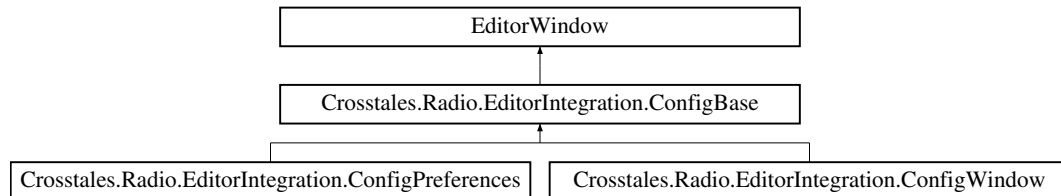
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Config.cs

5.41 Crosstales.Radio.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.41.1 Detailed Description

Base class for editor windows.

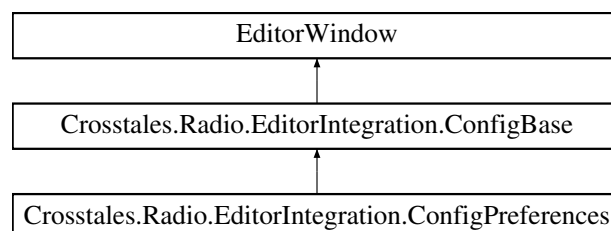
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Config↵
Base.cs

5.42 Crosstales.Radio.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.42.1 Detailed Description

Unity "Preferences" extension.

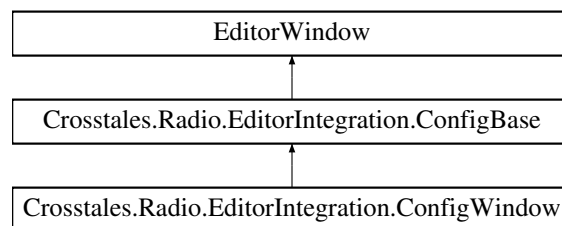
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Config↔ Preferences.cs

5.43 Crosstales.Radio.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigWindow:



Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Additional Inherited Members

5.43.1 Detailed Description

Editor window extension.

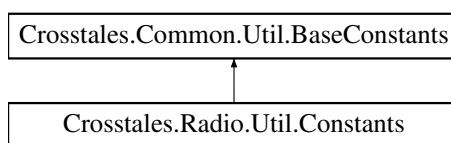
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Config↔ Window.cs

5.44 Crosstales.Radio.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Radio.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Radio PRO"
Name of the asset.
- const string **ASSET_VERSION** = "2022.1.0"
Version of the asset.
- const int **ASSET_BUILD** = 20220328
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2015, 2, 25)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2022, 3, 28)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_3P_URL** = "https://assetstore.unity.com/lists/radio-friends-42211?aid=1011INGT"
URL of the 3rd party assets in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/radio_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "radio@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/radio/Radio-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/en/assets/radio/api"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/radio-pro-mp3-and-ogg-streaming-solution.334604/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/radio/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/1ZsxY788w-w?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/E0s0NVRX-ec?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **ASSET_3P_AUDIO_VISUALIZER** = "https://assetstore.unity.com/packages/slug/47866?aid=1011l↵NGT"
URL of the 3rd party asset "Audio Visualizer".

- const string [ASSET_3P_SOUND_SUITE](#) = "https://assetstore.unity.com/packages/slug/19994?aid=10111↵
NGT"
URL of the 3rd party asset "Complete Sound Suite".
- const string [ASSET_3P_VISUALIZER_STUDIO](#) = "https://assetstore.unity.com/packages/slug/1761?aid=10111↵
NGT"
URL of the 3rd party asset "Visualizer Studio".
- const string [ASSET_3P_APOLLO_VISUALIZER](#) = "https://assetstore.unity.com/packages/slug/59035?aid=10111↵
NGT"
URL of the 3rd party asset "Apollo Visualizer Kit".
- const string [ASSET_3P_RHYTHM_VISUALIZATOR](#) = "https://assetstore.unity.com/packages/slug/88041?aid=10111↵
NGT"
URL of the 3rd party asset "Rhythm Visualizator Pro".
- const string **M3U_EXT_ID** = "#EXTM3U"
- const string **M3U_EXT_INF_ID** = "#EXTINF"
- const string **PLS_FILE_ID** = "file"
- const string **PLS_TITLE_ID** = "title"
- const string **KEY_PREFIX** = "RADIO_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DEFAULT_BITRATE** = KEY_PREFIX + "DEFAULT_BITRATE"
- const string **KEY_DEFAULT_CHUNKSIZE** = KEY_PREFIX + "DEFAULT_CHUNKSIZE"
- const string **KEY_DEFAULT_BUFFERSIZE** = KEY_PREFIX + "DEFAULT_BUFFERSIZE"
- const string **KEY_DEFAULT_CACHESTREAMSIZE** = KEY_PREFIX + "DEFAULT_CACHESTREAMSIZE"
- const string **KEY_MAX_CACHESTREAMSIZE** = KEY_PREFIX + "MAX_CACHESTREAMSIZE"
- const int **DEFAULT_DEFAULT_BITRATE** = 128
- const int **DEFAULT_DEFAULT_CHUNKSIZE** = 32
- const int **DEFAULT_DEFAULT_CACHESTREAMSIZE** = 1 * [FACTOR_KB](#)
- const int **DEFAULT_MAX_CACHESTREAMSIZE** = 16 * [FACTOR_KB](#)
- const int **DEFAULT_DEFAULT_BUFFERSIZE** = 48
- const int [MIN_OGG_BUFFERSIZE](#) = 64
Minimal buffer-size for OGG-streams.
- const string **TAB** = "\t"
- static [AudioCodec](#) **DEFAULT_CODECS_MP3** = AudioCodec.MP3_NLayer
Default MP3-codec.
- static [AudioCodec](#) **DEFAULT_CODECS_MP3_WINDOWS** = AudioCodec.MP3_NLayer
Default MP3-codec under Windows.
- static string [SHOUTCAST](#) = "https://yp.shoutcast.com/sbin/tunein-station.pls?id="
 - URL for the Shoutcast-Query.*
- const float [INVOKE_DELAY](#) = 0.3f
Delay for Invoke-calls (typically between a "Stop"- and "Play"-call).
- static int **MAX_LOAD_WAIT_TIME** = 5
Maximal load wait time in seconds.
- static int **MAX_WEB_LOAD_WAIT_TIME** = 8
Maximal load time for web resources in seconds.
- static int **MAX_SHOUTCAST_LOAD_WAIT_TIME** = 5
Maximal load time for Shoutcast resources in seconds.
- static float [PLAY_CALL_SPEED](#) = 0.5f
Defines the speed of 'Play'-calls in seconds.
- static int **OGG_CLEAN_INTERVAL_MIN** = 1000
Minimal interval for the OGG clean in frames.
- static int **OGG_CLEAN_INTERVAL_MAX** = 6000
Maximal interval for the OGG clean in frames.
- static int **INITIAL_LIST_SIZE** = 250

Initial list size for players and stations.

- static string **TEXT_BUFFER** = "Buffer: "
- static string **TEXT_STOPPED** = "stopped"
- static string **TEXT_QUESTIONMARKS** = "???"
- static string **PREFIX_TEMP_PATH** = System.IO.Path.GetTempPath()

Additional Inherited Members

5.44.1 Detailed Description

Collected constants of very general utility for the asset.

5.44.2 Member Data Documentation

5.44.2.1 ASSET_3P_APOLLO_VISUALIZER

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_APOLLO_VISUALIZER = "https://assetstore.↵  
unity.com/packages/slug/59035?aid=10111NGT" [static]
```

URL of the 3rd party asset "Apollo Visualizer Kit".

5.44.2.2 ASSET_3P_AUDIO_VISUALIZER

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_AUDIO_VISUALIZER = "https://assetstore.↵  
unity.com/packages/slug/47866?aid=10111NGT" [static]
```

URL of the 3rd party asset "Audio Visualizer".

5.44.2.3 ASSET_3P_RHYTHM_VISUALIZATOR

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_RHYTHM_VISUALIZATOR = "https://assetstore.↵  
unity.com/packages/slug/88041?aid=10111NGT" [static]
```

URL of the 3rd party asset "Rhythm Visualizer Pro".

5.44.2.4 ASSET_3P_SOUND_SUITE

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_SOUND_SUITE = "https://assetstore.↵  
unity.com/packages/slug/19994?aid=10111NGT" [static]
```

URL of the 3rd party asset "Complete Sound Suite".

5.44.2.5 ASSET_3P_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.com/lists/radio-friends-  
NGT" [static]
```

URL of the 3rd party assets in UAS.

5.44.2.6 ASSET_3P_VISUALIZER_STUDIO

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_VISUALIZER_STUDIO = "https://assetstore.↵  
unity.com/packages/slug/1761?aid=10111NGT" [static]
```

URL of the 3rd party asset "Visualizer Studio".

5.44.2.7 ASSET_API_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/en/assets/radio/api"  
[static]
```

URL of the asset API.

5.44.2.8 ASSET_BUILD

```
const int Crosstales.Radio.Util.Constants.ASSET_BUILD = 20220328 [static]
```

Build number of the asset.

5.44.2.9 ASSET_CHANGED

```
readonly System.DateTime Crosstales.Radio.Util.Constants.ASSET_CHANGED = new System.Date↵  
Time(2022, 3, 28) [static]
```

Change date of the asset (YYYY, MM, DD).

5.44.2.10 ASSET_CONTACT

```
const string Crosstales.Radio.Util.Constants.ASSET_CONTACT = "radio@crosstales.com" [static]
```

Contact to the owner of the asset.

5.44.2.11 ASSET_CREATED

```
readonly System.DateTime Crosstales.Radio.Util.Constants.ASSET_CREATED = new System.Date↵  
Time(2015, 2, 25) [static]
```

Create date of the asset (YYYY, MM, DD).

5.44.2.12 ASSET_FORUM_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/radio-pro-mp3-↵  
334604/" [static]
```

URL of the asset forum.

5.44.2.13 ASSET_MANUAL_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.↵  
com/media/data/assets/radio/Radio-doc.pdf" [static]
```

URL of the asset manual.

5.44.2.14 ASSET_NAME

```
const string Crosstales.Radio.Util.Constants.ASSET_NAME = "Radio PRO" [static]
```

Name of the asset.

5.44.2.15 ASSET_PRO_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the PRO asset in UAS.

5.44.2.16 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/radio_versions.txt" [static]
```

URL for update-checks of the asset

5.44.2.17 ASSET_VERSION

```
const string Crosstales.Radio.Util.Constants.ASSET_VERSION = "2022.1.0" [static]
```

Version of the asset.

5.44.2.18 ASSET_VIDEO_PROMO

```
const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/lZsxY788w-w?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

URL of the promotion video of the asset (Youtube).

5.44.2.19 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/E0s0NVRX-ec?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

URL of the tutorial video of the asset (Youtube).

5.44.2.20 ASSET_WEB_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/radio/" [static]
```

URL of the asset in crosstales.

5.44.2.21 DEFAULT_CODEC_MP3

```
AudioCodec Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3 = AudioCodec.MP3_NLayer [static]
```

Default MP3-codec.

5.44.2.22 DEFAULT_CODEC_MP3_WINDOWS

```
static AudioCodec Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3_WINDOWS = AudioCodec.MP3↵_NLayer [static]
```

Default MP3-codec under Windows.

5.44.2.23 INITIAL_LIST_SIZE

```
int Crosstales.Radio.Util.Constants.INITIAL_LIST_SIZE = 250 [static]
```

Initial list size for players and stations.

5.44.2.24 INVOKE_DELAY

```
const float Crosstales.Radio.Util.Constants.INVOKE_DELAY = 0.3f [static]
```

Delay for Invoke-calls (typically between a "Stop"- and "Play"-call).

5.44.2.25 MAX_LOAD_WAIT_TIME

```
int Crosstales.Radio.Util.Constants.MAX_LOAD_WAIT_TIME = 5 [static]
```

Maximal load wait time in in seconds.

5.44.2.26 MAX_SHOUTCAST_LOAD_WAIT_TIME

```
int Crosstales.Radio.Util.Constants.MAX_SHOUTCAST_LOAD_WAIT_TIME = 5 [static]
```

Maximal load time for Shoutcast resources in seconds.

5.44.2.27 MAX_WEB_LOAD_WAIT_TIME

```
int Crosstales.Radio.Util.Constants.MAX_WEB_LOAD_WAIT_TIME = 8 [static]
```

Maximal load time for web resources in seconds.

5.44.2.28 MIN_OGG_BUFFERSIZE

```
const int Crosstales.Radio.Util.Constants.MIN_OGG_BUFFERSIZE = 64 [static]
```

Minimal buffer-size for OGG-streams.

5.44.2.29 OGG_CLEAN_INTERVAL_MAX

```
int Crosstales.Radio.Util.Constants.OGG_CLEAN_INTERVAL_MAX = 6000 [static]
```

Maximal interval for the OGG clean in frames.

5.44.2.30 OGG_CLEAN_INTERVAL_MIN

```
int Crosstales.Radio.Util.Constants.OGG_CLEAN_INTERVAL_MIN = 1000 [static]
```

Minimal interval for the OGG clean in frames.

5.44.2.31 PLAY_CALL_SPEED

```
float Crosstales.Radio.Util.Constants.PLAY_CALL_SPEED = 0.5f [static]
```

Defines the speed of 'Play'-calls in seconds.

5.44.2.32 SHOUTCAST

```
string Crosstales.Radio.Util.Constants.SHOUTCAST = "https://yp.shoutcast.com/sbin/tunein-station.↵  
pls?id=" [static]
```

URL for the Shoutcast-Query.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Constants.cs

5.45 Crosstales.Radio.OnRadio.Util.Constants Class Reference

Collected constants of very general utility for [OnRadio](#).

Static Public Attributes

- const string **ONRADIO_URL** = "https://dar.fm/upgrade.php#radiopro"

5.45.1 Detailed Description

Collected constants of very general utility for [OnRadio](#).

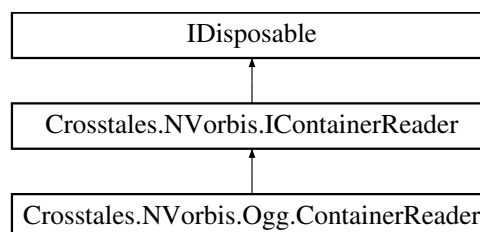
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Util/Constants.cs

5.46 Crosstales.NVorbis.Ogg.ContainerReader Class Reference

Provides an [IContainerReader](#) implementation for basic [Ogg](#) files.

Inheritance diagram for Crosstales.NVorbis.Ogg.ContainerReader:



Public Member Functions

- [ContainerReader](#) (string path)
Creates a new instance with the specified file.
- [ContainerReader](#) (Stream stream, bool closeOnDispose)
Creates a new instance with the specified stream. Optionally sets to close the stream when disposed.
- bool [Init](#) ()
Initializes the container and finds the first stream.
- void [Dispose](#) ()
Disposes this instance.
- [IPacketProvider](#) [GetStream](#) (int streamSerial)
Gets the [IPacketProvider](#) instance for the specified stream serial.
- bool [FindNextStream](#) ()
Finds the next new stream in the container.
- int [GetTotalPageCount](#) ()
Retrieves the total number of pages in the container.

Public Attributes

- int[] [StreamSerials](#) => _packetReaders.Keys.ToArray()
Gets the list of stream serials found in the container so far.

Properties

- int [PagesRead](#) [get]
Gets the number of pages that have been read in the container.
- bool [CanSeek](#) [get]
Gets whether the container supports seeking.
- long [WasteBits](#) [get]
Gets the number of bits in the container that are not associated with a logical stream.

Events

- EventHandler< [NewStreamEventArgs](#) > [NewStream](#)
Event raised when a new logical stream is found in the container.

5.46.1 Detailed Description

Provides an [IContainerReader](#) implementation for basic [Ogg](#) files.

5.46.2 Constructor & Destructor Documentation

5.46.2.1 ContainerReader() [1/2]

```
Crosstales.NVorbis.Ogg.ContainerReader.ContainerReader (
    string path )
```

Creates a new instance with the specified file.

Parameters

<i>path</i>	The full path to the file.
-------------	----------------------------

5.46.2.2 ContainerReader() [2/2]

```
Crosstales.NVorbis.Ogg.ContainerReader.ContainerReader (
    Stream stream,
    bool closeOnDispose )
```

Creates a new instance with the specified stream. Optionally sets to close the stream when disposed.

Parameters

<i>stream</i>	The stream to read.
<i>closeOnDispose</i>	True to close the stream when Dispose is called, otherwise False.

5.46.3 Member Function Documentation

5.46.3.1 Dispose()

```
void Crosstales.NVorbis.Ogg.ContainerReader.Dispose ( )
```

Disposes this instance.

5.46.3.2 FindNextStream()

```
bool Crosstales.NVorbis.Ogg.ContainerReader.FindNextStream ( )
```

Finds the next new stream in the container.

Returns

True if a new stream was found, otherwise False.

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-----------------------------------

Implements [Crosstales.NVorbis.IContainerReader](#).

5.46.3.3 GetStream()

```
IPacketProvider Crosstales.NVorbis.Ogg.ContainerReader.GetStream (
    int streamSerial )
```

Gets the [IPacketProvider](#) instance for the specified stream serial.

Parameters

<i>streamSerial</i>	The stream serial to look for.
---------------------	--------------------------------

Returns

An [IPacketProvider](#) instance.

Exceptions

<i>ArgumentOutOfRangeException</i>	The specified stream serial was not found.
------------------------------------	--

5.46.3.4 GetTotalPageCount()

```
int Crosstales.NVorbis.Ogg.ContainerReader.GetTotalPageCount ( )
```

Retrieves the total number of pages in the container.

Returns

The total number of pages.

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-----------------------------------

Implements [Crosstales.NVorbis.IContainerReader](#).

5.46.3.5 Init()

```
bool Crosstales.NVorbis.Ogg.ContainerReader.Init ( )
```

Initializes the container and finds the first stream.

Returns

True if a valid logical stream is found, otherwise False.

Implements [Crosstales.NVorbis.IContainerReader](#).

5.46.4 Member Data Documentation

5.46.4.1 StreamSerials

```
int [ ] Crosstales.NVorbis.Ogg.ContainerReader.StreamSerials => _packetReaders.Keys.ToArray()
```

Gets the list of stream serials found in the container so far.

5.46.5 Property Documentation

5.46.5.1 CanSeek

```
bool Crosstales.NVorbis.Ogg.ContainerReader.CanSeek [get]
```

Gets whether the container supports seeking.

5.46.5.2 PagesRead

```
int Crosstales.NVorbis.Ogg.ContainerReader.PagesRead [get]
```

Gets the number of pages that have been read in the container.

5.46.5.3 WasteBits

```
long Crosstales.NVorbis.Ogg.ContainerReader.WasteBits [get]
```

Gets the number of bits in the container that are not associated with a logical stream.

5.46.6 Event Documentation

5.46.6.1 NewStream

```
EventHandler<NewStreamEventArgs> Crosstales.NVorbis.Ogg.ContainerReader.NewStream
```

Event raised when a new logical stream is found in the container.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↔
Ogg/OggContainerReader.cs

5.47 Crosstales.Radio.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

- static long `TotalDataSize` = 0
Total downloaded data size in bytes for all [RadioPlayer](#).
- static int `TotalDataRequests` = 0
Total number of data requests for all [RadioPlayer](#).
- static double `TotalPlayTime` = 0
Total playtime in seconds for all [RadioPlayer](#).
- static readonly System.Collections.Generic.List<[Crosstales.Radio.Model.RecordInfo](#)> `AllPlayedRecords` = new System.Collections.Generic.List<[Crosstales.Radio.Model.RecordInfo](#)>()
List of all played records.

5.47.1 Detailed Description

[Context](#) for the asset.

5.47.2 Member Data Documentation

5.47.2.1 AllPlayedRecords

```
readonly System.Collections.Generic.List<Crosstales.Radio.Model.RecordInfo> Crosstales.↔  
Radio.Util.Context.AllPlayedRecords = new System.Collections.Generic.List<Crosstales.Radio.Model.RecordInfo> (  
[static]
```

List of all played records.

5.47.2.2 TotalDataRequests

```
int Crosstales.Radio.Util.Context.TotalDataRequests = 0 [static]
```

Total number of data requests for all [RadioPlayer](#).

5.47.2.3 TotalDataSize

```
long Crosstales.Radio.Util.Context.TotalDataSize = 0 [static]
```

Total downloaded data size in bytes for all [RadioPlayer](#).

5.47.2.4 TotalPlayTime

```
double Crosstales.Radio.Util.Context.TotalPlayTime = 0 [static]
```

Total playtime in seconds for all [RadioPlayer](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Context.cs

5.48 Crosstales.NVorbis.Ogg.Crc Class Reference

Public Member Functions

- void **Reset** ()
- void **Update** (int nextVal)
- bool **Test** (uint checkCrc)

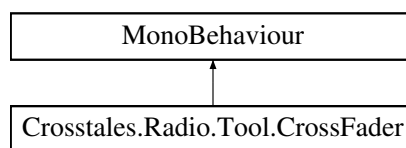
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↔
Ogg/OggCrc.cs

5.49 Crosstales.Radio.Tool.CrossFader Class Reference

Cross fade two AudioSource.

Inheritance diagram for Crosstales.Radio.Tool.CrossFader:



Public Attributes

- AudioSource [SourceA](#)
Audio source A (e.g. left) to fade.
- AudioSource [SourceB](#)
Audio source B (e.g. right) to fade.

Properties

- float?? [FaderPosition](#) [get, set]
The current fader position in percent (-/+).

5.49.1 Detailed Description

Cross fade two AudioSource.

5.49.2 Member Data Documentation

5.49.2.1 SourceA

AudioSource Crosstales.Radio.Tool.CrossFader.SourceA

Audio source A (e.g. left) to fade.

5.49.2.2 SourceB

AudioSource Crosstales.Radio.Tool.CrossFader.SourceB

Audio source B (e.g. right) to fade.

5.49.3 Property Documentation

5.49.3.1 FaderPosition

float?? Crosstales.Radio.Tool.CrossFader.FaderPosition [get], [set]

The current fader position in percent (-/+).

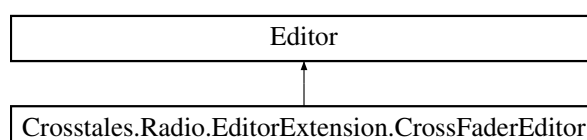
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Scripts/CrossFader.cs

5.50 Crosstales.Radio.EditorExtension.CrossFaderEditor Class Reference

Custom editor for the 'CrossFader'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.CrossFaderEditor:



Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.50.1 Detailed Description

Custom editor for the 'CrossFader'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Editor/CrossFaderEditor.cs

5.51 Crosstales.Radio.EditorIntegration.CrossFaderGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.51.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Editor/CrossFaderObject.cs

5.52 Crosstales.Radio.EditorIntegration.CrossFaderMenu Class Reference

Editor component for the "Tools"-menu.

5.52.1 Detailed Description

Editor component for the "Tools"-menu.

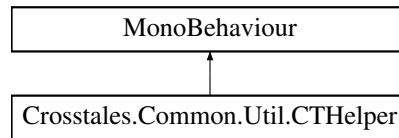
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Editor/CrossFaderMenu.cs

5.53 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static `CTHelper Instance` [get]

5.53.1 Detailed Description

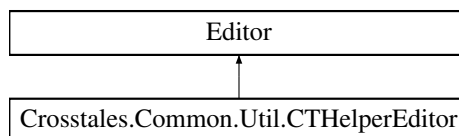
Helper to reset the necessary settings.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs

5.54 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void `OnInspectorGUI` ()

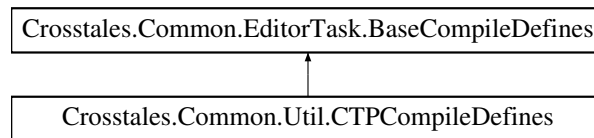
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs

5.55 Crosstales.Common.Util.CTPCompileDefines Class Reference

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTPCompileDefines:



Additional Inherited Members

5.55.1 Detailed Description

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↔ Editor/CTPCompileDefines.cs

5.56 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static System.DateTime [GetDate](#) (string key)
Allows to get a DateTime from a key.

- static Vector2 [GetVector2](#) (string key)
Allows to get a Vector2 from a key.
- static Vector3 [GetVector3](#) (string key)
Allows to get a Vector3 from a key.
- static Vector4 [GetVector4](#) (string key)
Allows to get a Vector4 from a key.
- static Quaternion [GetQuaternion](#) (string key)
Allows to get a Quaternion from a key.
- static Color [GetColor](#) (string key)
Allows to get a Color from a key.
- static SystemLanguage [GetLanguage](#) (string key)
Allows to get a SystemLanguage from a key.
- static void [SetString](#) (string key, string value)
Allows to set a string for a key.
- static void [SetFloat](#) (string key, float value)
Allows to set a float for a key.
- static void [SetInt](#) (string key, int value)
Allows to set an int for a key.
- static void [SetBool](#) (string key, bool value)
Allows to set a bool for a key.
- static void [SetDate](#) (string key, System.DateTime value)
Allows to set a DateTime for a key.
- static void [SetVector2](#) (string key, Vector2 value)
Allows to set a Vector2 for a key.
- static void [SetVector3](#) (string key, Vector3 value)
Allows to set a Vector3 for a key.
- static void [SetVector4](#) (string key, Vector4 value)
Allows to set a Vector4 for a key.
- static void [SetQuaternion](#) (string key, Quaternion value)
Allows to set a Quaternion for a key.
- static void [SetColor](#) (string key, Color value)
Allows to set a Color for a key.
- static void [SetLanguage](#) (string key, SystemLanguage language)
Allows to set a SystemLanguage for a key.

5.56.1 Detailed Description

Wrapper for the PlayerPrefs.

5.56.2 Member Function Documentation

5.56.2.1 DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( ) [static]
```

Deletes all keys.

5.56.2.2 DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (  
    string key ) [static]
```

Delete the key.

Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

5.56.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (  
    string key ) [static]
```

Allows to get a bool from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.4 GetColor()

```
static Color Crosstales.Common.Util.CTPlayerPrefs.GetColor (  
    string key ) [static]
```

Allows to get a Color from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.5 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.6 GetFloat()

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
    string key ) [static]
```

Allows to get a float from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.7 GetInt()

```
static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (
    string key ) [static]
```

Allows to get an int from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.8 GetLanguage()

```
static SystemLanguage Crosstales.Common.Util.CTPlayerPrefs.GetLanguage (
    string key ) [static]
```

Allows to get a SystemLanguage from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.9 GetQuaternion()

```
static Quaternion Crosstales.Common.Util.CTPlayerPrefs.GetQuaternion (
    string key ) [static]
```

Allows to get a Quaternion from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.10 GetString()

```
static string Crosstales.Common.Util.CTPlayerPrefs.GetString (
    string key ) [static]
```

Allows to get a string from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.11 GetVector2()

```
static Vector2 Crosstales.Common.Util.CTPlayerPrefs.GetVector2 (
    string key ) [static]
```

Allows to get a Vector2 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.12 GetVector3()

```
static Vector3 Crosstales.Common.Util.CTPlayerPrefs.GetVector3 (
    string key ) [static]
```

Allows to get a Vector3 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.13 GetVector4()

```
static Vector4 Crosstales.Common.Util.CTPlayerPrefs.GetVector4 (
    string key ) [static]
```

Allows to get a Vector4 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.14 HasKey()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (
    string key ) [static]
```

Exists the key?

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.56.2.15 Save()

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( ) [static]
```

Saves all modifications.

5.56.2.16 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
    string key,
    bool value ) [static]
```

Allows to set a bool for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.17 SetColor()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetColor (
    string key,
    Color value ) [static]
```

Allows to set a Color for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.18 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
    string key,
    System.DateTime value ) [static]
```

Allows to set a DateTime for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.19 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
    string key,
    float value ) [static]
```

Allows to set a float for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.20 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
    string key,
    int value ) [static]
```

Allows to set an int for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.21 SetLanguage()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetLanguage (
    string key,
    SystemLanguage language ) [static]
```

Allows to set a SystemLanguage for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>language</i>	Value for the PlayerPrefs.

5.56.2.22 SetQuaternion()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetQuaternion (
    string key,
    Quaternion value ) [static]
```

Allows to set a Quaternion for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.23 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (
```

```
    string key,  
    string value ) [static]
```

Allows to set a string for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.24 SetVector2()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector2 (  
    string key,  
    Vector2 value ) [static]
```

Allows to set a Vector2 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.25 SetVector3()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector3 (  
    string key,  
    Vector3 value ) [static]
```

Allows to set a Vector3 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.26 SetVector4()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector4 (  
    string key,  
    Vector4 value ) [static]
```

Allows to set a Vector4 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.57 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference

Post processor for macOS.

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

5.57.1 Detailed Description

Post processor for macOS.

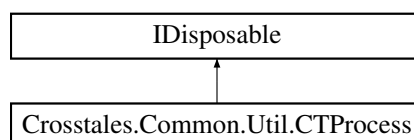
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/Editor/CTPMacOSPostProcessor.cs

5.58 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Public Attributes

- uint **ExitCode** => exitCode
Gets the value that the associated process specified when it terminated.

Properties

- System.IntPtr **Handle** [get]
Gets the native handle of the associated process.
- int **Id** [get]
Gets the unique identifier for the associated process.
- CTProcessStartInfo **StartInfo** [get, set]
*Gets or sets the properties to pass to the **Start()** method of the Process.*
- bool **HasExited** [get]
Gets a value indicating whether the associated process has been terminated.
- System.DateTime **StartTime** [get]
Gets the time that the associated process was started.
- System.DateTime **ExitTime** [get]
Gets the time that the associated process exited.
- System.IO.StreamReader **StandardOutput** [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader **StandardError** [get]
Gets a stream used to read the error output of the application.
- bool **isBusy** [get]
Gets a value indicating whether the associated process has been busy.

Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.58.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.58.2 Member Function Documentation

5.58.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.58.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.58.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.58.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.58.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.58.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.58.3 Member Data Documentation

5.58.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

Gets the value that the associated process specified when it terminated.

5.58.4 Property Documentation

5.58.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.58.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.58.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.58.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.58.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.58.4.6 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

5.58.4.7 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]
```

Gets a stream used to read the textual output of the application.

5.58.4.8 StartInfo

```
CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]
```

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.58.4.9 StartTime

`System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↵
Scripts/CTProcess.cs

5.59 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵
StartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.59.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵
StartInfo"-class with the most important properties).

5.59.2 Property Documentation

5.59.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.59.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.59.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.59.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.59.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.59.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.59.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.59.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.59.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.59.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.59.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

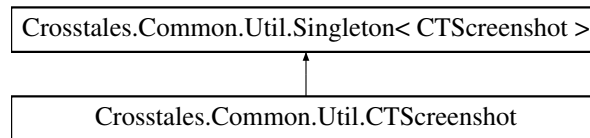
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↵
Scripts/CTProcess.cs

5.60 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void [Capture](#) ()
Capture the screen.
- void **Start** ()

Public Attributes

- string [Prefix](#) = "CT_Screenshot"
Prefix for the generate file names.
- int [Scale](#) = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode [KeyCode](#) = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.60.1 Detailed Description

Take screen shots inside an application.

5.60.2 Member Function Documentation

5.60.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

5.60.3 Member Data Documentation

5.60.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.60.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.60.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

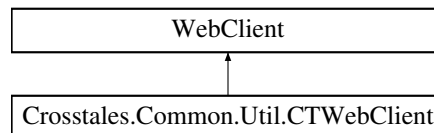
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTScreenshot/↔ Scripts/CTScreenshot.cs

5.61 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int **Timeout** [get, set]
Timeout in milliseconds
- int **ConnectionLimit** [get, set]
Connection limit for all WebClients

5.61.1 Detailed Description

Specialized WebClient.

5.61.2 Property Documentation

5.61.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients

5.61.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

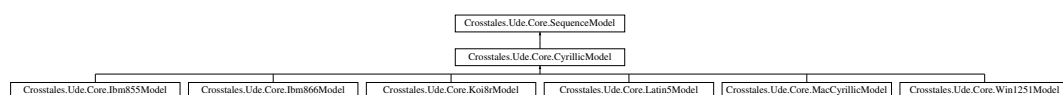
Timeout in milliseconds

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.62 Crosstales.Ude.Core.CyrillicModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.CyrillicModel:



Public Member Functions

- **CyrillicModel** (byte[] charToOrderMap, string name)

Static Protected Attributes

- static readonly byte[] **RUSSIAN_LANG_MODEL**

Additional Inherited Members

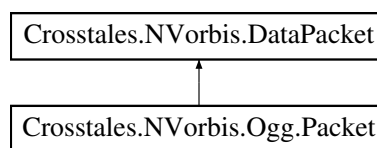
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ CyrillicModel.cs

5.63 Crosstales.NVorbis.DataPacket Class Reference

A single data packet from a logical Vorbis stream.

Inheritance diagram for Crosstales.NVorbis.DataPacket:



Public Member Functions

- virtual void **Done** ()
Indicates that the packet has been read and its data is no longer needed.
- ulong **TryPeekBits** (int count, out int bitsRead)
Attempts to read the specified number of bits from the packet, but may return fewer. Does not advance the position counter.
- void **SkipBits** (int count)
Advances the position counter by the specified number of bits.
- ulong **ReadBits** (int count)
Reads the specified number of bits from the packet and advances the position counter.
- byte **PeekByte** ()
Reads the next byte from the packet. Does not advance the position counter.
- byte **ReadByte** ()
Reads the next byte from the packet and advances the position counter.
- byte[] **ReadBytes** (int count)
Reads the specified number of bytes from the packet and advances the position counter.
- int **Read** (byte[] buffer, int index, int count)
Reads the specified number of bytes from the packet into the buffer specified and advances the position counter.
- bool **ReadBit** ()

- *Reads the next bit from the packet and advances the position counter.*
- short [ReadInt16](#) ()
Retrieves the next 16 bits from the packet as a short and advances the position counter.
- int [ReadInt32](#) ()
Retrieves the next 32 bits from the packet as a int and advances the position counter.
- long [ReadInt64](#) ()
Retrieves the next 64 bits from the packet as a long and advances the position counter.
- ushort [ReadUInt16](#) ()
Retrieves the next 16 bits from the packet as a ushort and advances the position counter.
- uint [ReadUInt32](#) ()
Retrieves the next 32 bits from the packet as a uint and advances the position counter.
- ulong [ReadUInt64](#) ()
Retrieves the next 64 bits from the packet as a ulong and advances the position counter.
- void [SkipBytes](#) (int count)
Advances the position counter by the specified number of bytes.

Protected Types

- enum [PacketFlags](#) : byte {
[PacketFlags.IsResync](#) = 0x01, [PacketFlags.IsEndOfStream](#) = 0x02, [PacketFlags.IsShort](#) = 0x04,
[PacketFlags.HasGranuleCount](#) = 0x08,
[PacketFlags.User1](#) = 0x10, [PacketFlags.User2](#) = 0x20, [PacketFlags.User3](#) = 0x40, [PacketFlags.User4](#) = 0x80 }
Defines flags to apply to the current packet

Protected Member Functions

- bool [GetFlag](#) ([PacketFlags](#) flag)
Gets the value of the specified flag.
- void [SetFlag](#) ([PacketFlags](#) flag, bool value)
Sets the value of the specified flag.
- [DataPacket](#) (int length)
Creates a new instance with the specified length.
- abstract int [ReadNextByte](#) ()
Reads the next byte of the packet.
- void [ResetBitReader](#) ()
Resets the bit reader.

Properties

- bool [IsResync](#) [get, set]
Gets whether the packet was found after a stream resync.
- long [GranulePosition](#) [get, set]
Gets the position of the last granule in the packet.
- long [PageGranulePosition](#) [get, set]
Gets the position of the last granule in the page the packet is in.
- int [Length](#) [get, protected set]
Gets the length of the packet.
- bool [IsEndOfStream](#) [get, set]
Gets whether the packet is the last one in the logical stream.
- long [BitsRead](#) [get]
Gets the number of bits read from the packet.
- int? [GranuleCount](#) [get, set]
Gets the number of granules in the packet. If null, the packet has not been decoded yet.

5.63.1 Detailed Description

A single data packet from a logical Vorbis stream.

5.63.2 Member Enumeration Documentation

5.63.2.1 PacketFlags

```
enum Crosstales.NVorbis.DataPacket.PacketFlags : byte [strong], [protected]
```

Defines flags to apply to the current packet

Enumerator

IsResync	Packet is first since reader had to resync with stream.
IsEndOfStream	Packet is the last in the logical stream.
IsShort	Packet does not have all its data available.
HasGranuleCount	Packet has a granule count defined.
User1	Flag for use by inheritors.
User2	Flag for use by inheritors.
User3	Flag for use by inheritors.
User4	Flag for use by inheritors.

5.63.3 Constructor & Destructor Documentation

5.63.3.1 DataPacket()

```
Crosstales.NVorbis.DataPacket.DataPacket (  
    int length ) [protected]
```

Creates a new instance with the specified length.

Parameters

<i>length</i>	The length of the packet.
---------------	---------------------------

5.63.4 Member Function Documentation

5.63.4.1 Done()

```
virtual void Crosstales.NVorbis.DataPacket.Done ( ) [virtual]
```

Indicates that the packet has been read and its data is no longer needed.

Reimplemented in [Crosstales.NVorbis.Ogg.Packet](#).

5.63.4.2 GetFlag()

```
bool Crosstales.NVorbis.DataPacket.GetFlag (
    PacketFlags flag ) [protected]
```

Gets the value of the specified flag.

5.63.4.3 PeekByte()

```
byte Crosstales.NVorbis.DataPacket.PeekByte ( )
```

Reads the next byte from the packet. Does not advance the position counter.

Returns

The byte read from the packet.

5.63.4.4 Read()

```
int Crosstales.NVorbis.DataPacket.Read (
    byte[] buffer,
    int index,
    int count )
```

Reads the specified number of bytes from the packet into the buffer specified and advances the position counter.

Parameters

<i>buffer</i>	The buffer to read into.
<i>index</i>	The index into the buffer to start placing the read data.
<i>count</i>	The number of bytes to read.

Returns

The number of bytes read.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>index</i> is less than 0 or <i>index + count</i> is past the end of <i>buffer</i> .
------------------------------------	--

5.63.4.5 ReadBit()

```
bool Crosstales.NVorbis.DataPacket.ReadBit ( )
```

Reads the next bit from the packet and advances the position counter.

Returns

The value of the bit read.

5.63.4.6 ReadBits()

```
ulong Crosstales.NVorbis.DataPacket.ReadBits (
    int count )
```

Reads the specified number of bits from the packet and advances the position counter.

Parameters

<i>count</i>	The number of bits to read.
--------------	-----------------------------

Returns

The value of the bits read.

Exceptions

<i>ArgumentOutOfRangeException</i>	The number of bits specified is not between 0 and 64.
------------------------------------	---

5.63.4.7 ReadByte()

```
byte Crosstales.NVorbis.DataPacket.ReadByte ( )
```

Reads the next byte from the packet and advances the position counter.

Returns

The byte read from the packet.

5.63.4.8 ReadBytes()

```
byte [] Crosstales.NVorbis.DataPacket.ReadBytes (
    int count )
```

Reads the specified number of bytes from the packet and advances the position counter.

Parameters

<i>count</i>	The number of bytes to read.
--------------	------------------------------

Returns

A byte array holding the data read.

5.63.4.9 ReadInt16()

```
short Crosstales.NVorbis.DataPacket.ReadInt16 ( )
```

Retrieves the next 16 bits from the packet as a short and advances the position counter.

Returns

The value of the next 16 bits.

5.63.4.10 ReadInt32()

```
int Crosstales.NVorbis.DataPacket.ReadInt32 ( )
```

Retrieves the next 32 bits from the packet as a int and advances the position counter.

Returns

The value of the next 32 bits.

5.63.4.11 ReadInt64()

```
long Crosstales.NVorbis.DataPacket.ReadInt64 ( )
```

Retrieves the next 64 bits from the packet as a long and advances the position counter.

Returns

The value of the next 64 bits.

5.63.4.12 ReadNextByte()

```
abstract int Crosstales.NVorbis.DataPacket.ReadNextByte ( ) [protected], [pure virtual]
```

Reads the next byte of the packet.

Returns

The next byte if available, otherwise -1.

Implemented in [Crosstales.NVorbis.Ogg.Packet](#).

5.63.4.13 ReadUInt16()

```
ushort Crosstales.NVorbis.DataPacket.ReadUInt16 ( )
```

Retrieves the next 16 bits from the packet as a ushort and advances the position counter.

Returns

The value of the next 16 bits.

5.63.4.14 ReadUInt32()

```
uint Crosstales.NVorbis.DataPacket.ReadUInt32 ( )
```

Retrieves the next 32 bits from the packet as a uint and advances the position counter.

Returns

The value of the next 32 bits.

5.63.4.15 ReadUInt64()

```
ulong Crosstales.NVorbis.DataPacket.ReadUInt64 ( )
```

Retrieves the next 64 bits from the packet as a ulong and advances the position counter.

Returns

The value of the next 64 bits.

5.63.4.16 ResetBitReader()

```
void Crosstales.NVorbis.DataPacket.ResetBitReader ( ) [protected]
```

Resets the bit reader.

5.63.4.17 SetFlag()

```
void Crosstales.NVorbis.DataPacket.SetFlag (
    PacketFlags flag,
    bool value ) [protected]
```

Sets the value of the specified flag.

5.63.4.18 SkipBits()

```
void Crosstales.NVorbis.DataPacket.SkipBits (
    int count )
```

Advances the position counter by the specified number of bits.

Parameters

<i>count</i>	The number of bits to advance.
--------------	--------------------------------

5.63.4.19 SkipBytes()

```
void Crosstales.NVorbis.DataPacket.SkipBytes (
    int count )
```

Advances the position counter by the specified number of bytes.

Parameters

<i>count</i>	The number of bytes to advance.
--------------	---------------------------------

5.63.4.20 TryPeekBits()

```
ulong Crosstales.NVorbis.DataPacket.TryPeekBits (
    int count,
    out int bitsRead )
```

Attempts to read the specified number of bits from the packet, but may return fewer. Does not advance the position counter.

Parameters

<i>count</i>	The number of bits to attempt to read.
<i>bitsRead</i>	The number of bits actually read.

Returns

The value of the bits read.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>count</i> is not between 0 and 64.
------------------------------------	---------------------------------------

5.63.5 Property Documentation

5.63.5.1 BitsRead

```
long Crosstales.NVorbis.DataPacket.BitsRead [get]
```

Gets the number of bits read from the packet.

5.63.5.2 GranuleCount

```
int? Crosstales.NVorbis.DataPacket.GranuleCount [get], [set]
```

Gets the number of granules in the packet. If `null`, the packet has not been decoded yet.

5.63.5.3 GranulePosition

```
long Crosstales.NVorbis.DataPacket.GranulePosition [get], [set]
```

Gets the position of the last granule in the packet.

5.63.5.4 IsEndOfStream

```
bool Crosstales.NVorbis.DataPacket.IsEndOfStream [get], [set]
```

Gets whether the packet is the last one in the logical stream.

5.63.5.5 IsResync

```
bool Crosstales.NVorbis.DataPacket.IsResync [get], [set]
```

Gets whether the packet was found after a stream resync.

5.63.5.6 Length

```
int Crosstales.NVorbis.DataPacket.Length [get], [protected set]
```

Gets the length of the packet.

5.63.5.7 PageGranulePosition

```
long Crosstales.NVorbis.DataPacket.PageGranulePosition [get], [set]
```

Gets the position of the last granule in the page the packet is in.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/DataPacket.cs

5.64 Crosstales.Radio.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile defines "CT_RADIO" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + [EditorConstants.PREFAB_SUBPATH](#)
Returns the path of the prefabs.

Properties

- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.

5.64.1 Detailed Description

Editor configuration for the asset.

5.64.2 Member Function Documentation

5.64.2.1 Load()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads all changeable variables.

5.64.2.2 Reset()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.64.2.3 Save()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves all changeable variables.

5.64.3 Member Data Documentation

5.64.3.1 COMPILE_DEFINES

```
bool Crosstales.Radio.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile defines "CT_RADIO" for the asset.

5.64.3.2 HIERARCHY_ICON

```
bool Crosstales.Radio.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.64.3.3 isLoaded

```
bool Crosstales.Radio.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

5.64.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.Radio.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.64.3.5 PREFAB_PATH

```
string Crosstales.Radio.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH  
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.64.3.6 UPDATE_CHECK

```
bool Crosstales.Radio.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.64.4 Property Documentation

5.64.4.1 ASSET_PATH

```
string Crosstales.Radio.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Util/EditorConfig.cs

5.65 Crosstales.Radio.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/Radio/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Resources/Prefabs/"
Sub-path to the prefabs.
- static string **ASSET_URL** => Constants.ASSET_PRO_URL
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "32034"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("a233f682-6ab9-408d-aef0-0dc71b27bbb1")
Returns the UID of the asset.

5.65.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.65.2 Member Data Documentation

5.65.2.1 ASSET_ID

```
string Crosstales.Radio.EditorUtil.EditorConstants.ASSET_ID => "32034" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.65.2.2 ASSET_UID

```
System.Guid Crosstales.Radio.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("a233f682-6ab9-408d-aef0-0dc71b27bbb1") [static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.65.2.3 ASSET_URL

```
string Crosstales.Radio.EditorUtil.EditorConstants.ASSET_URL => Constants.ASSET_PRO_URL [static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.65.2.4 PREFAB_SUBPATH

```
string Crosstales.Radio.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Resources/Prefabs/" [static]
```

Sub-path to the prefabs.

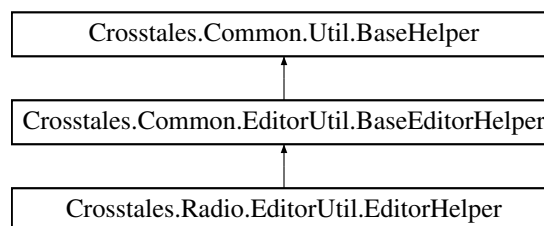
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Util/EditorConstants.cs

5.66 Crosstales.Radio.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.Radio.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".
- static void [BannerDJ](#) ()
Shows a banner for "DJ".

Static Public Attributes

- const int **GO_ID** = 32
Start index inside the "GameObject"-menu.
- const int **MENU_ID** = 11801
Start index inside the "Tools"-menu.
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D **Icon_Play** => loadImage(ref icon_play, "icon_play.png")
- static Texture2D **Icon_Stop** => loadImage(ref icon_stop, "icon_stop.png")
- static Texture2D **Icon_Next** => loadImage(ref icon_next, "icon_next.png")
- static Texture2D **Icon_Previous** => loadImage(ref icon_previous, "icon_previous.png")
- static Texture2D **Icon_Edit** => loadImage(ref icon_edit, "icon_edit.png")
- static Texture2D **Icon_Show** => loadImage(ref icon_show, "icon_show.png")
- static Texture2D **Icon_Clear** => loadImage(ref icon_clear, "icon_clear.png")
- static Texture2D **Store_AudioVisualizer** => loadImage(ref store_AudioVisualizer, "Store_AudioVisualizer.↵
png")
- static Texture2D **Store_CompleteSoundSuite** => loadImage(ref store_CompleteSoundSuite, "Store_↵
CompleteSoundSuite.png")
- static Texture2D **Store_VisualizerStudio** => loadImage(ref store_VisualizerStudio, "Store_Visualizer↵
Studio.png")
- static Texture2D **Store_ApolloVisualizerKit** => loadImage(ref store_ApolloVisualizerKit, "Store_Apollo↵
VisualizerKit.png")
- static Texture2D **Store_RhythmVisualizator** => loadImage(ref store_RhythmVisualizator, "Store_Rhythm↵
Visualizator.png")

Additional Inherited Members

5.66.1 Detailed Description

Editor helper class.

5.66.2 Member Function Documentation

5.66.2.1 BannerDJ()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.BannerDJ ( ) [static]
```

Shows a banner for "DJ".

5.66.2.2 BannerOC()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.BannerOC ( ) [static]
```

Shows a banner for "Online Check".

5.66.2.3 InstantiatePrefab()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

5.66.3 Member Data Documentation

5.66.3.1 GO_ID

```
const int Crosstales.Radio.EditorUtil.EditorHelper.GO_ID = 32 [static]
```

Start index inside the "GameObject"-menu.

5.66.3.2 MENU_ID

```
const int Crosstales.Radio.EditorUtil.EditorHelper.MENU_ID = 11801 [static]
```

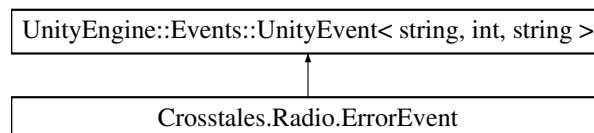
Start index inside the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Util/EditorHelper.cs

5.67 Crosstales.Radio.ErrorEvent Class Reference

Inheritance diagram for Crosstales.Radio.ErrorEvent:

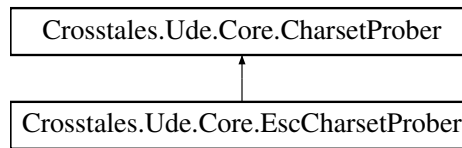


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.68 Crosstales.Ude.Core.EscCharsetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EscCharsetProber:



Public Member Functions

- override void [Reset](#) ()
Reset prober state
- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override string **GetCharsetName** ()
- override float **GetConfidence** ()

Additional Inherited Members

5.68.1 Member Function Documentation

5.68.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.EscCharsetProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.68.1.2 Reset()

```
override void Crosstales.Ude.Core.EscCharsetProber.Reset ( ) [virtual]
```

Reset prober state

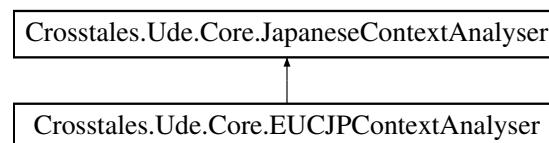
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EscCharsetProber.cs

5.69 Crosstales.Ude.Core.EUCJPContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPContextAnalyser:



Protected Member Functions

- override int **GetOrder** (byte[] buf, int offset, out int charLen)
- override int **GetOrder** (byte[] buf, int offset)

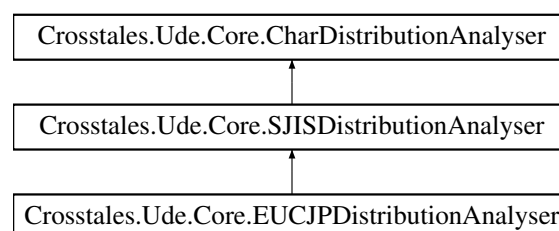
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/JapaneseContextAnalyser.cs

5.70 Crosstales.Ude.Core.EUCJPDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)

first byte range: 0xa0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.70.1 Member Function Documentation

5.70.1.1 GetOrder()

```
override int Crosstailes.Ude.Core.EUCJPDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

first byte range: 0xa0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

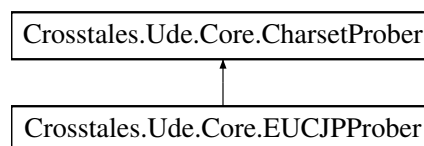
Reimplemented from [Crosstailes.Ude.Core.SJISDistributionAnalyser](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/Char↔
DistributionAnalyser.cs

5.71 Crosstailes.Ude.Core.EUCJPProber Class Reference

Inheritance diagram for Crosstailes.Ude.Core.EUCJPProber:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override void [Reset](#) ()
Reset prober state
- override float **GetConfidence** ()

Additional Inherited Members

5.71.1 Member Function Documentation

5.71.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.EUCJPProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.71.1.2 Reset()

```
override void Crosstales.Ude.Core.EUCJPProber.Reset ( ) [virtual]
```

Reset prober state

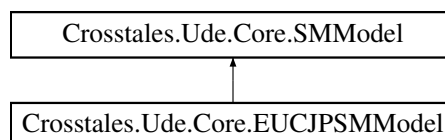
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EUCJPProber.cs

5.72 Crosstales.Ude.Core.EUCJPSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPSMModel:



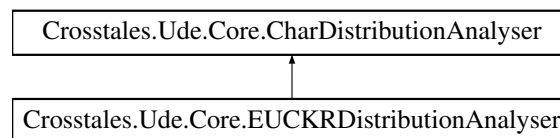
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.73 Crosstailes.Ude.Core.EUCKRDistributionAnalyser Class Reference

Inheritance diagram for Crosstailes.Ude.Core.EUCKRDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Static Public Attributes

- const float **EUCKR_TYPICAL_DISTRIBUTION_RATIO** = 6.0f
- static int[] **EUCKR_CHAR2FREQ_ORDER**

Additional Inherited Members

5.73.1 Member Function Documentation

5.73.1.1 GetOrder()

```

override int Crosstailes.Ude.Core.EUCKRDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
  
```

first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

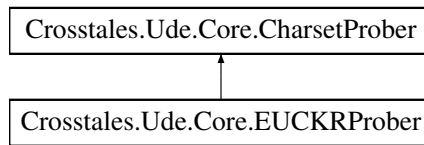
Implements [Crosstailes.Ude.Core.CharDistributionAnalyser](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/Char↔DistributionAnalyser.cs

5.74 Crosstales.Ude.Core.EUCKRProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCKRProber:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **Reset** ()
Reset prober state

Additional Inherited Members

5.74.1 Member Function Documentation

5.74.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.EUCKRProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.74.1.2 Reset()

```
override void Crosstales.Ude.Core.EUCKRProber.Reset ( ) [virtual]
```

Reset prober state

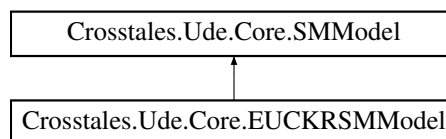
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EUCKRProber.cs

5.75 Crosstales.Ude.Core.EUCKRSMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCKRSMMModel:



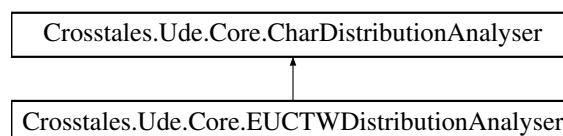
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MBCSSM.cs

5.76 Crosstales.Ude.Core.EUCTWDDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWDDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
first byte range: 0xc4 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.76.1 Member Function Documentation

5.76.1.1 GetOrder()

```
override int Crosstales.Ude.Core.EUCTWDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

first byte range: 0xc4 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

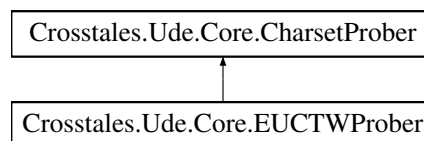
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔DistributionAnalyser.cs

5.77 Crosstales.Ude.Core.EUCTWProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWProber:



Public Member Functions

- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override string [GetCharsetName](#) ()
- override void [Reset](#) ()
Reset prober state
- override float [GetConfidence](#) ()

Additional Inherited Members

5.77.1 Member Function Documentation

5.77.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.EUCTWProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.77.1.2 Reset()

```
override void Crosstales.Ude.Core.EUCTWProber.Reset ( ) [virtual]
```

Reset prober state

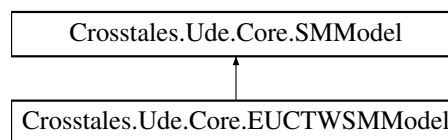
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EUCTWProber.cs

5.78 Crosstales.Ude.Core.EUCTWSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWSMModel:



Additional Inherited Members

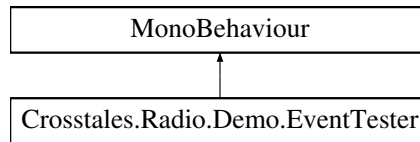
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MBCSSM.cs

5.79 Crosstales.Radio.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.Radio.Demo.EventTester:



Public Member Functions

- void **OnPlaybackStart** (string _name, int hash)
- void **OnPlaybackEnd** (string _name, int hash)
- void **OnRecordChange** (string _name, int hash)
- void **OnStationChange** (string _name, int hash)
- void **OnFilterChange** ()
- void **OnError** (string _name, int hash, string info)
- void **OnStationsChange** ()
- void **OnProviderReady** ()
- void **OnQueryComplete** (string id)

Public Attributes

- [Crosstales.Radio.Set.RadioSet](#) **Set**

5.79.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/EventTester.cs

5.80 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static string [CTRemoveNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces new lines with a replacement string pattern.
- static string [CTAddNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsAlphanumeric](#) (this string str)
Extension method for strings. Checks if the string is alphanumeric.
- static bool [CTHasLineEndings](#) (this string str)
Extension method for strings. Checks if the string has line endings.
- static bool [CTHasInvalidChars](#) (this string str)
Extension method for strings. Checks if the string has invalid characters.
- static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string starts with another string.
- static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string ends with another string.
- static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the last occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

- Extension method for strings. Returns the index of the first occurrence of a given string.*
- static int **CTIndexOf** (this string str, string toCheck, int startIndex, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*
- static string **CTToBase64** (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a Base64-string.*
- static string **CTFromBase64** (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a Base64-string to a string.*
- static byte[] **CTFromBase64ToByteArray** (this string str)
- Extension method for strings. Converts the value of a Base64-string to a byte-array.*
- static string **CTToHex** (this string str, bool addPrefix=false)
- Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).*
- static string **CTHexToString** (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).*
- static Color32 **CTHexToColor32** (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color32.*
- static Color **CTHexToColor** (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color.*
- static byte[] **CTToByteArray** (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a byte-array.*
- static string **CTClearTags** (this string str)
- Extension method for strings. Cleans a given text from tags.*
- static string **CTClearSpaces** (this string str)
- Extension method for strings. Cleans a given text from multiple spaces.*
- static string **CTClearLineEndings** (this string str)
- Extension method for strings. Cleans a given text from line endings.*
- static void **CTShuffle< T >** (this T[] array, int seed=0)
- Extension method for arrays. Shuffles an array.*
- static string **CTDump< T >** (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
- Extension method for arrays. Dumps an array to a string.*
- static string **CTDump** (this Quaternion[] array)
- Extension method for Quaternion-arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector2[] array)
- Extension method for Vector2-arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector3[] array)
- Extension method for Vector3-arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector4[] array)
- Extension method for Vector4-arrays. Dumps an array to a string.*
- static string[] **CTToString< T >** (this T[] array)
- Extension method for arrays. Generates a string array with all entries (via ToString).*
- static float[] **CTToFloatArray** (this byte[] array, int count=0)
- Extension method for byte-arrays. Converts a byte-array to a float-array.*
- static byte[] **CTToByteArray** (this float[] array, int count=0)
- Extension method for float-arrays. Converts a float-array to a byte-array.*
- static Texture2D **CTToTexture** (this byte[] data)
- Extension method for byte-arrays. Converts a byte-array to a Texture.*
- static Sprite **CTToSprite** (this byte[] data)
- Extension method for byte-arrays. Converts a byte-array to Sprite.*
- static string **CTToString** (this byte[] data, System.Text.Encoding encoding=null)
- Extension method for byte-arrays. Converts a byte-array to a string.*

- static string [CTToBase64](#) (this byte[] data)
Extension method for byte-arrays. Converts a byte-array to a Base64-string.
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[] [CTReadFully](#) (this System.IO.Stream input)
Extension method for Stream. Reads the full content of a Stream.
- static string [CTToHexRGB](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGB](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGBA](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string [CTToHexRGBA](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 [CTVector3](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector3.
- static Vector3 [CTVector3](#) (this Color color)
Extension method for Color. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector4.
- static Vector4 [CTVector4](#) (this Color color)
Extension method for Color. Convert it to a Vector4.
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)
Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)
Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 [CTFlatten](#) (this Vector3 a)
Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)

- Extension method for Vector3. Convert it to a Color.*
- static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
 - Allows you to multiply two Vector4s together, something Unity sorely lacks by default.*
- static Quaternion [CTQuaternion](#) (this Vector4 angle)
 - Extension method for Vector4. Convert it to a Quaternion.*
- static Color [CTColorRGBA](#) (this Vector4 rgba)
 - Extension method for Vector4. Convert it to a Color.*
- static Vector3 [CTVector3](#) (this Quaternion angle)
 - Extension method for Quaternion. Convert it to a Vector3.*
- static Vector4 [CTVector4](#) (this Quaternion angle)
 - Extension method for Quaternion. Convert it to a Vector4.*
- static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
 - Extension method for Canvas. Convert current resolution scale.*
- static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
 - Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.*
- static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
 - Extension method for RectTransform. Returns the local corners of a RectTransform.*
- static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
 - Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.*
- static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
 - Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.*
- static Bounds [CTGetBounds](#) (this RectTransform transform, float uiScaleFactor=1f)
 - Extension method for RectTransform. Returns the bounds of a RectTransform including the children.*
- static void [CTSetLeft](#) (this RectTransform transform, float value)
 - Extension method for RectTransform. Sets the Left-property of a RectTransform.*
- static void [CTSetRight](#) (this RectTransform transform, float value)
 - Extension method for RectTransform. Sets the Right-property of a RectTransform.*
- static void [CTSetTop](#) (this RectTransform transform, float value)
 - Extension method for RectTransform. Sets the Top-property of a RectTransform.*
- static void [CTSetBottom](#) (this RectTransform transform, float value)
 - Extension method for RectTransform. Sets the Bottom-property of a RectTransform.*
- static float [CTGetLeft](#) (this RectTransform transform)
 - Extension method for RectTransform. Gets the Left-property of a RectTransform.*
- static float [CTGetRight](#) (this RectTransform transform)
 - Extension method for RectTransform. Gets the Right-property of a RectTransform.*
- static float [CTGetTop](#) (this RectTransform transform)
 - Extension method for RectTransform. Gets the Top-property of a RectTransform.*
- static float [CTGetBottom](#) (this RectTransform transform)
 - Extension method for RectTransform. Gets the Bottom-property of a RectTransform.*
- static Vector4 [CTGetLRTB](#) (this RectTransform transform)
 - Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static void [CTSetLRTB](#) (this RectTransform transform, Vector4 lrtb)
 - Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static System.Collections.Generic.List< GameObject > [CTFindAll](#) (this Component component, string name, int maxDepth=0)
 - Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static System.Collections.Generic.List< T > [CTFindAll< T >](#) (this Component component, string name)

- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static GameObject [CTFind](#) (this MonoBehaviour mb, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject
 - static T [CTFind< T >](#) (this MonoBehaviour mb, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
 - static GameObject [CTFind](#) (this GameObject go, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
 - static T [CTFind< T >](#) (this GameObject go, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
 - static Bounds [CTGetBounds](#) (this GameObject go)
Extension method for GameObject. Returns the bounds of a GameObject including the children.
 - static Transform [CTFind](#) (this Transform transform, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
 - static T [CTFind< T >](#) (this Transform transform, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
 - static byte[] [CTToPNG](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a PNG byte-array.
 - static byte[] [CTToJPG](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a JPG byte-array.
 - static byte[] [CTToTGA](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a TGA byte-array.
 - static byte[] [CTToEXR](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a EXR byte-array.
 - static byte[] [CTToPNG](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a PNG byte-array.
 - static byte[] [CTToJPG](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a JPG byte-array.
 - static byte[] [CTToTGA](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a TGA byte-array.
 - static byte[] [CTToEXR](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a EXR byte-array.
 - static Sprite [CTToSprite](#) (this Texture2D texture, float pixelsPerUnit=100f)
Extension method for Texture. Converts a Texture to a Sprite.
 - static Texture2D [CTRotate90](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 90 degrees.
 - static Texture2D [CTRotate180](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 180 degrees.
 - static Texture2D [CTRotate270](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 270 degrees.
 - static Texture2D [CTToTexture2D](#) (this Texture texture)
Extension method for Texture. Convert a Texture to a Texture2D
 - static Texture2D [CTToTexture2D](#) (this WebCamTexture texture)
Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D
 - static Texture2D [CTFlipHorizontal](#) (this Texture2D texture)
Extension method for Texture. Flips a Texture2D horizontally
 - static Texture2D [CTFlipVertical](#) (this Texture2D texture)

Extension method for Texture. Flips a Texture2D vertically

- static bool [CTHasActiveClip](#) (this AudioSource source)

Extension method for AudioSource. Determines if an AudioSource has an active clip.

- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.80.1 Detailed Description

Various extension methods.

5.80.2 Member Function Documentation

5.80.2.1 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (  
    this string str,  
    string replacement = "#nl#",  
    string newLine = null ) [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

Returns

Replaced string with new lines.

5.80.2.2 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>dict</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.80.2.3 CTClearLineEndings()

```
static string Crosstales.ExtensionMethods.CTClearLineEndings (  
    this string str ) [static]
```

Extension method for strings. Cleans a given text from line endings.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without line endings.

5.80.2.4 CTClearSpaces()

```
static string Crosstales.ExtensionMethods.CTClearSpaces (  
    this string str ) [static]
```

Extension method for strings. Cleans a given text from multiple spaces.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without multiple spaces.

5.80.2.5 CTClearTags()

```
static string Crosstales.ExtensionMethods.CTClearTags (  
    this string str ) [static]
```

Extension method for strings. Cleans a given text from tags.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without tags.

5.80.2.6 CTColorRGB()

```
static Color Crosstales.ExtensionMethods.CTColorRGB (
    this Vector3 rgb,
    float alpha = 1f ) [static]
```

Extension method for Vector3. Convert it to a Color.

Parameters

<i>rgb</i>	Vector3-instance to convert (RGB = xyz).
<i>alpha</i>	Alpha-value of the color (default: 1, optional).

Returns

Color from RGB.

5.80.2.7 CTColorRGBA()

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (
    this Vector4 rgba ) [static]
```

Extension method for Vector4. Convert it to a Color.

Parameters

<i>rgba</i>	Vector4-instance to convert (RGBA = xyzw).
-------------	--

Returns

Color from RGBA.

5.80.2.8 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Contains'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.80.2.9 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (  
    this string str,  
    string searchTerms,  
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains all given strings.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains all parts of the given string.

5.80.2.10 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (  
    this string str,  
    string searchTerms,  
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains any parts of the given string.

5.80.2.11 CTCorrectLossyScale()

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (  
    this Canvas canvas ) [static]
```

Extension method for Canvas. Convert current resolution scale.

Parameters

<i>canvas</i>	Canvas to convert.
---------------	--------------------

Returns

Vector3 with the correct scale.

5.80.2.12 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Quaternion[] array ) [static]
```

Extension method for Quaternion-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Quaternion-array-instance to dump.
--------------	------------------------------------

Returns

String with lines for all array entries.

5.80.2.13 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.80.2.14 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.80.2.15 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.80.2.16 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-ILList-instance to dump.
-------------	----------------------------------

Returns

String with lines for all list entries.

5.80.2.17 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector2[] array ) [static]
```

Extension method for Vector2-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.80.2.18 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector3[] array ) [static]
```

Extension method for Vector3-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.80.2.19 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector4[] array ) [static]
```

Extension method for Vector4-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.80.2.20 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    string prefix = "",  
    string postfix = "",  
    bool appendNewLine = true,  
    string delimiter = "; " ) [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

Returns

String with lines for all dictionary entries.

5.80.2.21 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (  
    this System.Collections.Generic.IList< T > list,  
    string prefix = "",  
    string postfix = "",  
    bool appendNewLine = true,  
    string delimiter = "; " ) [static]
```

Extension method for IList. Dumps a list to a string.

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

Returns

String with lines for all list entries.

5.80.2.22 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "",
    bool appendNewLine = true,
    string delimiter = "; " ) [static]
```

Extension method for arrays. Dumps an array to a string.

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

Returns

String with lines for all array entries.

5.80.2.23 CTEndsWith()

```
static bool Crosstales.ExtensionMethods.CTEndsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string ends with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string is integer.

5.80.2.24 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Equals'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.80.2.25 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
    this GameObject go,
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.80.2.26 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
    this MonoBehaviour mb,
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.80.2.27 CTFind() [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (  
    this Transform transform,  
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Transform with the given name or null.

5.80.2.28 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this GameObject go,  
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.80.2.29 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this MonoBehaviour mb,
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.80.2.30 CTFind< T >() [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this Transform transform,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

Parameters

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Component with the given type or null.

5.80.2.31 CTFindAll()

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
    this Component component,
    string name,
    int maxDepth = 0 ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.
<i>maxDepth</i>	Maximal depth of the search (default 0, optional).

Returns

List of GameObjects with the given name or empty list.

5.80.2.32 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (  
    this Component component,  
    string name ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

List of GameObjects with the given name or empty list.

Type Constraints

***T* : Component**

5.80.2.33 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (  
    this Vector3 a ) [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

5.80.2.34 CTFlipHorizontal()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D horizontally

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Horizontally flipped Texture2D.

5.80.2.35 CTFlipVertical()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D vertically

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Vertically flipped Texture2D.

5.80.2.36 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

Parameters

<i>str</i>	Input Base64-string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

Returns

Base64-string value as converted string.

5.80.2.37 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (
    this string str ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a byte-array.

Parameters

<i>str</i>	Input Base64-string.
------------	----------------------

Returns

Base64-Byte-array from the Base64-string.

5.80.2.38 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Bottom-property.
------------------	---

Returns

Bottom-property of the RectTransform.

5.80.2.39 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this GameObject go ) [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

Parameters

<i>go</i>	GameObject to calculate the bounds.
-----------	-------------------------------------

Returns

Bounds of the GameObject.

5.80.2.40 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this RectTransform transform,
    float uiScaleFactor = 1f ) [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

Parameters

<i>transform</i>	RectTransform to calculate the bounds.
<i>uiScaleFactor</i>	Scale of the UI (default: 1.0, optional).

Returns

Bounds of the RectTransform.

5.80.2.41 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Left-property.
------------------	---

Returns

Left-property of the RectTransform.

5.80.2.42 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

Returns

Array of the four local corners of the RectTransform.

5.80.2.43 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

5.80.2.44 CTGetLRTB()

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Left/Right/Top/Bottom-properties.
------------------	--

Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

5.80.2.45 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Right-property.
------------------	--

Returns

Right-property of the RectTransform.

5.80.2.46 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

Returns

Array of the four screen (world) corners of the RectTransform.

5.80.2.47 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
```

```
float inset = 0,  
bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

5.80.2.48 CTGetTop()

```
static float Crosstales.ExtensionMethods.CTGetTop (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Top-property.
------------------	--

Returns

Top-property of the RectTransform.

5.80.2.49 CTHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (
    this AudioSource source ) [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.80.2.50 CTHasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CTHasInvalidChars (
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has invalid characters.

5.80.2.51 CThasLineEndings()

```
static bool Crosstales.ExtensionMethods.CThasLineEndings (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has line endings.

5.80.2.52 CTHexToColor()

```
static Color Crosstales.ExtensionMethods.CTHexToColor (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color.

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color.

5.80.2.53 CTHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color32.

5.80.2.54 CTHexToString()

```
static string Crosstales.ExtensionMethods.CTHexToString (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as converted string.

5.80.2.55 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (  
    this string str,  
    string toCheck,  
    int startIndex,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>startIndex</i>	Start index for the check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurrence of the given string if the string is integer.

5.80.2.56 CTIndexOf() [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurrence of the given string if the string is integer.

5.80.2.57 CTIsAlphanumeric()

```
static bool Crosstales.ExtensionMethods.CTIsAlphanumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is alphanumeric.

5.80.2.58 CTIsCreditcard()

```
static bool Crosstales.ExtensionMethods.CTIsCreditcard (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a creditcard.

5.80.2.59 CTisEmail()

```
static bool Crosstales.ExtensionMethods.CTisEmail (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an email address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an email address.

5.80.2.60 CTisInteger()

```
static bool Crosstales.ExtensionMethods.CTisInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is integer.

5.80.2.61 CTisIPv4()

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an IPv4 address.

5.80.2.62 CTIsNumeric()

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.80.2.63 CTIsVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (  
    this Renderer renderer,  
    Camera camera ) [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.80.2.64 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a website address.

5.80.2.65 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the last occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the last occurrence of the given string if the string is integer.

5.80.2.66 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
    this Vector2 a,
    Vector2 b ) [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$ result.

5.80.2.67 CTMultiply() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector3 a,  
    Vector3 b ) [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$, $az*bz$ result.

5.80.2.68 CTMultiply() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector4 a,  
    Vector4 b ) [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$, $az*bz$, $aw*bw$ result.

5.80.2.69 CTQuaternion() [1/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector3 eulerAngle ) [static]
```

Extension method for Vector3. Convert it to a Quaternion.

Parameters

<i>eulerAngle</i>	Vector3-instance to convert.
-------------------	------------------------------

Returns

Quaternion from euler angles.

5.80.2.70 CTQuaternion() [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector4 angle ) [static]
```

Extension method for Vector4. Convert it to a Quaternion.

Parameters

<i>angle</i>	Vector4-instance to convert.
--------------	------------------------------

Returns

Quaternion from Vector4.

5.80.2.71 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

Parameters

<i>input</i>	Stream-instance to read.
--------------	--------------------------

Returns

Byte-array of the Stream content.

5.80.2.72 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (  
    this string str,
```

```
string replacement = "#nl#",  
string newLine = null ) [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

Returns

Replaced string without new lines.

5.80.2.73 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (  
    this string str,  
    string oldString,  
    string newString,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.80.2.74 CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (  
    this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.80.2.75 CTRotate180()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.80.2.76 CTRotate270()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.80.2.77 CTRotate90()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.80.2.78 CTSetBottom()

```
static void Crosstales.ExtensionMethods.CTSetBottom (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Bottom-property.
<i>value</i>	Value for the Bottom-property.

5.80.2.79 CTSetLeft()

```
static void Crosstales.ExtensionMethods.CTSetLeft (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Left-property.
<i>value</i>	Value for the Left-property.

5.80.2.80 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
    this RectTransform transform,
    Vector4 lrtb ) [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Left/Right/Top/Bottom-properties.
<i>lrtb</i>	Left/Right/Top/Bottom-properties as Vector4.

5.80.2.81 CTSetRight()

```
static void Crosstales.ExtensionMethods.CTSetRight (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Right-property.
<i>value</i>	Value for the Right-property.

5.80.2.82 CTSetTop()

```
static void Crosstales.ExtensionMethods.CTSetTop (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Top-property.
<i>value</i>	Value for the Top-property.

5.80.2.83 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.80.2.84 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this T[] array,
    int seed = 0 ) [static]
```

Extension method for arrays. Shuffles an array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.80.2.85 CTStartsWith()

```
static bool Crosstales.ExtensionMethods.CTStartsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string starts with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string is integer.

5.80.2.86 CTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

Parameters

<i>data</i>	Input as byte-array.
-------------	----------------------

Returns

Base64-string from the byte-array.

5.80.2.87 CToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CToBase64 (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

Returns

String value as converted Base64-string.

5.80.2.88 CToByteArray() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this float[] array,
    int count = 0 ) [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of floats to convert (optional).

Returns

Converted byte-array.

5.80.2.89 CToByteArray() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a byte-array.

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

Returns

Byte-array with the string.

5.80.2.90 CTTToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as EXR byte-array.

5.80.2.91 CTTToEXR() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as EXR byte-array.

5.80.2.92 CTToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CTToFloatArray (
    this byte[] array,
    int count = 0 ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of bytes to convert (optional).

Returns

Converted float-array.

5.80.2.93 CTToHex()

```
static string Crosstales.ExtensionMethods.CTToHex (
    this string str,
    bool addPrefix = false ) [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

Parameters

<i>str</i>	Input string.
<i>addPrefix</i>	Add "0x"-as prefix (default: false, optional).

Returns

String value as converted Hex-string.

5.80.2.94 CTToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGB Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.80.2.95 CToHexRGB() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.80.2.96 CToHexRGBA() [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.80.2.97 CToHexRGBA() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.80.2.98 CTToJPG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as JPG byte-array.

5.80.2.99 CTToJPG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as JPG byte-array.

5.80.2.100 CTToPNG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as PNG byte-array.

5.80.2.101 CTToPNG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as PNG byte-array.

5.80.2.102 CTToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to Sprite.

Parameters

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

Returns

Converted Sprite.

5.80.2.103 CTToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (  
    this Texture2D texture,  
    float pixelsPerUnit = 100f ) [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

Parameters

<i>texture</i>	Texture to convert.
<i>pixelsPerUnit</i>	Pixels per unit for the Sprite (default: 100, optional).

Returns

Converted Texture as Sprite.

5.80.2.104 CTToString()

```
static string Crosstales.ExtensionMethods.CTToString (
    this byte[] data,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a string.

Parameters

<i>data</i>	Input string as byte-array.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

Returns

Byte-array with the string.

5.80.2.105 CTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (
    this System.Collections.Generic.IList< T > list ) [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

5.80.2.106 CToString< T >() [2/2]

```
static string [] Crosstales.ExtensionMethods.CTToString< T > (  
    this T[] array ) [static]
```

Extension method for arrays. Generates a string array with all entries (via ToString).

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

5.80.2.107 CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture.

Parameters

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

Returns

Converted Texture.

5.80.2.108 CTToTexture2D() [1/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (  
    this Texture texture ) [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture2D.

5.80.2.109 CTTToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CTTToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

<i>texture</i>	WebCamTexture to convert.
----------------	---------------------------

Returns

Converted Texture2D.

5.80.2.110 CTTToTGA() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToTGA (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as TGA byte-array.

5.80.2.111 CTTToTGA() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToTGA (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as TGA byte-array.

5.80.2.112 CTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTToTitleCase (  
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

5.80.2.113 CTVector3() [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.80.2.114 CTVector3() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.80.2.115 CTVector3() [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector3 from Quaternion.

5.80.2.116 CTVector4() [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.80.2.117 CTVector4() [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.80.2.118 CTVector4() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector4 from Quaternion.

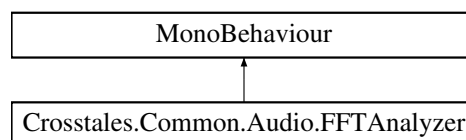
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Extension↔
Methods.cs

5.81 Crosstales.Common.Audio.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Audio.FFTAnalyzer:



Public Attributes

- float[] **Samples** = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int **Channel**
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.81.1 Detailed Description

FFT analyzer for an audio channel.

5.81.2 Member Data Documentation

5.81.2.1 Channel

```
int Crosstales.Common.Audio.FFTAnalyzer.Channel
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.81.2.2 Samples

```
float [ ] Crosstales.Common.Audio.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/FFTAnalyzer.cs

5.82 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static string [ValidatePath](#) (string path, bool addEndDelimiter=true, bool preserveFile=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static bool [PathHasInvalidChars](#) (string path)
Checks a given path for invalid characters
- static bool [FileHasInvalidChars](#) (string file)
Checks a given file for invalid characters
- static string[] [GetFilesForName](#) (string path, bool isRecursive=false, params string[] filenames)
Find files inside a path.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string[] [GetDrives](#) ()
Find all logical drives.
- static void [CopyPath](#) (string sourcePath, string destPath, bool move=false)
Copy or move a directory.
- static void [CopyFile](#) (string sourceFile, string destFile, bool move=false)
Copy or move a file.
- static void [ShowPath](#) (string path)
Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static void [ShowFile](#) (string file)
Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms
- static void [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms

Properties

- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.82.1 Detailed Description

Various helper functions for the file system.

5.82.2 Member Function Documentation

5.82.2.1 CopyFile()

```
static void Crosstales.Common.Util.FileHelper.CopyFile (
    string sourceFile,
    string destFile,
    bool move = false ) [static]
```

Copy or move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.82.2.2 CopyPath()

```
static void Crosstales.Common.Util.FileHelper.CopyPath (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

<i>sourcePath</i>	Source directory path
<i>destPath</i>	Destination directory path
<i>move</i>	Move directory instead of copy (default: false, optional)

5.82.2.3 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
    string file ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.82.2.4 GetDirectories()

```
static string [] Crosstales.Common.Util.FileHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.82.2.5 GetDrives()

```
static string [] Crosstales.Common.Util.FileHelper.GetDrives ( ) [static]
```

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occurred.

5.82.2.6 GetFiles()

```
static string [] Crosstales.Common.Util.FileHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.82.2.7 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
```



```
bool isRecursive = false,  
params string[] filenames ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>filenames</i>	Filenames for the file search, e.g. "Image.png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.82.2.8 OpenFile()

```
static void Crosstales.Common.Util.FileHelper.OpenFile (  
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.82.2.9 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (  
    string path ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.82.2.10 ShowFile()

```
static void Crosstales.Common.Util.FileHelper.ShowFile (  
    string file ) [static]
```

Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

5.82.2.11 ShowPath()

```
static void Crosstales.Common.Util.FileHelper.ShowPath (  
    string path ) [static]
```

Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms

5.82.2.12 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (  
    string path ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.82.2.13 ValidatePath()

```
static string Crosstales.Common.Util.FileHelper.ValidatePath (  
    string path,  
    bool addEndDelimiter = true,  
    bool preserveFile = true ) [static]
```

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)
<i>preserveFile</i>	Preserves a given file in the path (optional, default: true)

Returns

Valid path

5.82.3 Property Documentation

5.82.3.1 StreamingAssetsPath

```
string Crosstales.Common.Util.FileHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

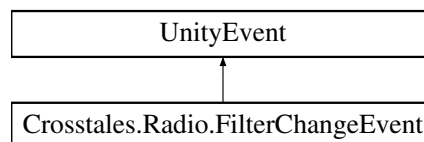
The path to the the "Streaming Assets".

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/FileHelper.cs

5.83 Crosstales.Radio.FilterChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.FilterChangeEvent:



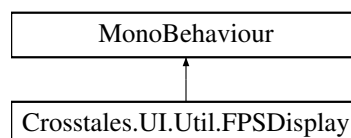
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.84 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text [FPS](#)
Text component to display the FPS.
- int [FrameUpdate](#) = 5
Update every set frame (default: 5).
- KeyCode [Key](#) = KeyCode.None

5.84.1 Detailed Description

Simple FPS-Counter.

5.84.2 Member Data Documentation

5.84.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.84.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

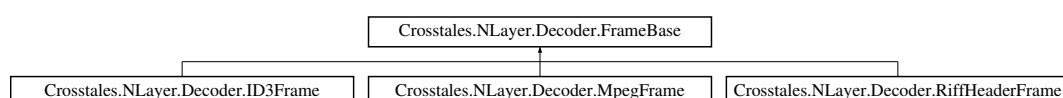
Update every set frame (default: 5).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/FPSDisplay.cs

5.85 Crosstales.NLayer.Decoder.FrameBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.FrameBase:



Protected Member Functions

- int **Read** (int offset, byte[] buffer)
- int **Read** (int offset, byte[] buffer, int index, int count)
- int **ReadByte** (int offset)
- abstract int **Validate** ()

Called to validate the frame header

5.85.1 Member Function Documentation

5.85.1.1 Validate()

```
abstract int Crosstales.NLayer.Decoder.FrameBase.Validate ( ) [protected], [pure virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

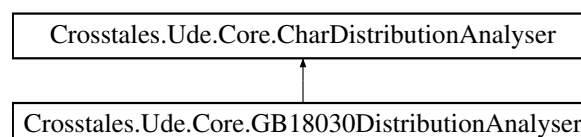
Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#), [Crosstales.NLayer.Decoder.ID3Frame](#), and [Crosstales.NLayer.Decoder.Riff](#)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/FrameBase.cs

5.86 Crosstales.Ude.Core.GB18030DistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030DistributionAnalyser:



Public Member Functions

- override int **GetOrder** (byte[] buf, int offset)

for GB2312 encoding, we are interested first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.86.1 Member Function Documentation

5.86.1.1 GetOrder()

```
override int Crosstales.Ude.Core.GB18030DistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

for GB2312 encoding, we are interested first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Returns

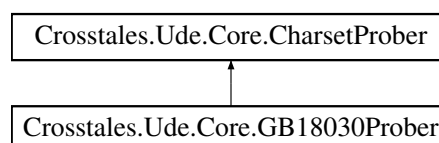
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔
DistributionAnalyser.cs

5.87 Crosstales.Ude.Core.GB18030Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void [Reset](#) ()
Reset prober state

Additional Inherited Members

5.87.1 Member Function Documentation

5.87.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.GB18030Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.87.1.2 Reset()

```
override void Crosstales.Ude.Core.GB18030Prober.Reset ( ) [virtual]
```

Reset prober state

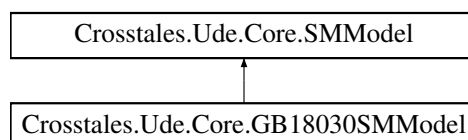
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/G↵
B18030Prober.cs

5.88 Crosstales.Ude.Core.GB18030SMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030SMMModel:



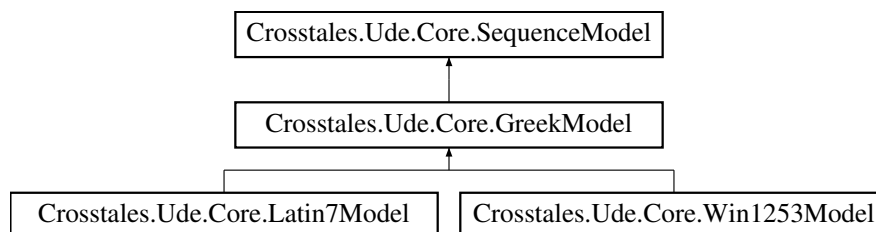
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.89 Crosstales.Ude.Core.GreekModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.GreekModel:



Public Member Functions

- **GreekModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

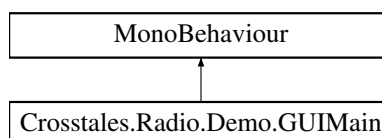
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔GreekModel.cs

5.90 Crosstales.Radio.Demo.GUIMain Class Reference

Main GUI for all demo scenes.

Inheritance diagram for Crosstales.Radio.Demo.GUIMain:



Public Member Functions

- void **FullscreenEnabled** (bool val)
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **PreviousScene** ()
- void **NextScene** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **InternetNotAvailable**
- Text **DownloadSize**
- Text **ElapsedTotalTime**
- Toggle **FullscreenToggle**
- string **NamePreviousScene**
- string **NameNextScene**
- bool **NeverSleep** = true

5.90.1 Detailed Description

Main GUI for all demo scenes.

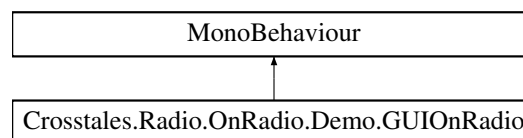
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIMain.cs

5.91 Crosstales.Radio.OnRadio.Demo.GUIOnRadio Class Reference

GUI for [OnRadio](#).

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.GUIOnRadio:



Public Member Functions

- void **AddToProvider** ()
- void **Query** ()
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **OpenLyricsUrl** ()
- void **Rebuild** ()

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- [Crosstales.Radio.OnRadio.Service.BaseService](#) **Service**
'BaseService' from the scene.
- [Crosstales.Radio.Provider.RadioProviderUser](#) **Provider**
'Provider' from the scene.
- **GameObject** [ItemPrefab](#)
Prefab for the radio list.
- **bool** [QueryOnStart](#)
Query the service on start (default: false).
- **GameObject** **Target**
- **Scrollbar** **Scroll**
- **int** **ColumnCount** = 1
- **Vector2** **SpaceWidth** = new Vector2(8, 8)
- **Vector2** **SpaceHeight** = new Vector2(8, 8)
- **Color32** **EvenColor** = new Color32(242, 236, 224, 128)
- **Color32** **OddColor** = new Color32(128, 128, 128, 128)
- **Text** **ErrorText**
- **Text** **RecordInfo**
- **Text** **StationInfo**
- **Image** **SongIcon**
- **Image** **StationIcon**
- **GameObject** **QueryPanel**

5.91.1 Detailed Description

GUI for [OnRadio](#).

5.91.2 Member Data Documentation

5.91.2.1 ItemPrefab

`GameObject Crosstales.Radio.OnRadio.Demo.GUIOnRadio.ItemPrefab`

Prefab for the radio list.

5.91.2.2 Player

[RadioPlayer](#) `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Player`

'RadioPlayer' from the scene.

5.91.2.3 Provider

`Crosstales.Radio.Provider.RadioProviderUser` `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Provider`

'Provider' from the scene.

5.91.2.4 QueryOnStart

`bool` `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.QueryOnStart`

Query the service on start (default: false).

5.91.2.5 Service

`Crosstales.Radio.OnRadio.Service.BaseService` `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Service`

'BaseService' from the scene.

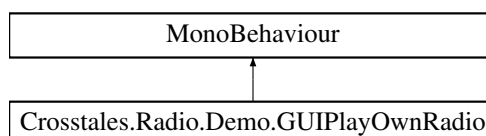
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/GUIOnRadio.cs

5.92 Crosstales.Radio.Demo.GUIPlayOwnRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for `Crosstales.Radio.Demo.GUIPlayOwnRadio`:



Public Member Functions

- void **AddToProvider** ()
- void **SetUrl** (string url)
- void **Play** ()
- void **Stop** ()
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **FormatDropdownChanged** (int index)

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- [Crosstales.Radio.Provider.RadioProviderUser](#) **Provider**
- `Color32` [PlayColor](#) = `new Color32(0, 255, 0, 64)`
The color for the Play-mode.
- `int` [Retries](#) = 3
How many times should the radio station restart after an error before giving up (default: 3).
- `Button` **PlayButton**
- `Button` **StopButton**
- `Image` **MainImage**
- `Text` **Station**
- `Text` **ElapsedTime**
- `Text` **ErrorText**
- `Text` **ElapsedRecordTime**
- `Text` **RecordTitle**
- `Text` **RecordArtist**
- `Text` **DownloadSizeStation**
- `Text` **ElapsedStationTime**
- `Text` **NextRecordTitle**
- `Text` **NextRecordArtist**
- `Text` **NextRecordDelay**
- `InputField` **Url**
- `Text` **NameValue**
- `Text` **GenresValue**
- `Text` **BitrateValue**

5.92.1 Detailed Description

GUI for a very simple radio player.

5.92.2 Member Data Documentation

5.92.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIPlayOwnRadio.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.92.2.2 Player

```
RadioPlayer Crosstales.Radio.Demo.GUIPlayOwnRadio.Player
```

'RadioPlayer' from the scene.

5.92.2.3 Retries

```
int Crosstales.Radio.Demo.GUIPlayOwnRadio.Retries = 3
```

How many times should the radio station restart after an error before giving up (default: 3).

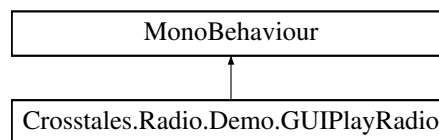
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayOwnRadio.cs

5.93 Crosstales.Radio.Demo.GUIPlayRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayRadio:



Public Member Functions

- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()

Public Attributes

- [SimplePlayer Player](#)
'SimplePlayer' from the scene.
- Color32 [PlayColor](#) = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**
- Text **Station**
- Text **ElapsedTime**
- Text **ErrorText**
- Text **ElapsedRecordTime**
- Text **RecordTitle**
- Text **RecordArtist**
- Text **DownloadSizeStation**
- Text **ElapsedStationTime**
- Text **NextRecordTitle**
- Text **NextRecordArtist**
- Text **NextRecordDelay**

5.93.1 Detailed Description

GUI for a very simple radio player.

5.93.2 Member Data Documentation

5.93.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIPlayRadio.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.93.2.2 Player

```
SimplePlayer Crosstales.Radio.Demo.GUIPlayRadio.Player
```

'SimplePlayer' from the scene.

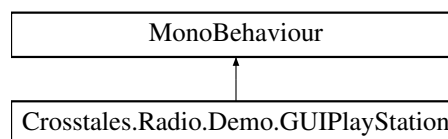
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayRadio.cs

5.94 Crosstales.Radio.Demo.GUIPlayStation Class Reference

GUI for a very simple normal/random radio station player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayStation:



Public Member Functions

- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **OpenLyricsUrl** ()
- void **FilterStations** (string filter)
- void **FilterNames** (string filter)
- void **FilterGenre** (string filter)
- void **FilterRatingMin** (string rating)
- void **FilterRatingMax** (string rating)

Public Attributes

- [SimplePlayer](#) **Player**
'SimplePlayer' from the scene.
- [Crosstales.Radio.OnRadio.Service.BaseService](#) **Service**
'BaseService' from the scene.
- `Color32` [PlayColor](#) = new `Color32`(0, 255, 0, 64)
The color for the Play-mode.
- `int` [RowLength](#) = 40
Limit row length for station info.
- `Button` **NextButton**
- `Button` **PreviousButton**
- `Button` **PlayButton**
- `Button` **StopButton**
- `Image` **MainImage**
- `Text` **Station**
- `Text` **ElapsedTime**
- `Text` **StationsNumberText**
- `Text` **ErrorText**
- `Text` **ElapsedRecordTime**
- `Text` **RecordTitle**
- `Text` **RecordArtist**
- `Text` **DownloadSizeStation**
- `Text` **ElapsedStationTime**
- `Text` **NextRecordTitle**
- `Text` **NextRecordArtist**
- `Text` **NextRecordDelay**
- `Text` **StationInfoDesc**
- `Text` **StationInfoArea**
- `Image` **StationIcon**
- `Image` **SongIcon**

5.94.1 Detailed Description

GUI for a very simple normal/random radio station player.

5.94.2 Member Data Documentation

5.94.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIPlayStation.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.94.2.2 Player

`SimplePlayer` `Crosstales.Radio.Demo.GUIPlayStation.Player`

'SimplePlayer' from the scene.

5.94.2.3 RowLength

```
int Crosstales.Radio.Demo.GUIPlayStation.RowLength = 40
```

Limit row length for station info.

5.94.2.4 Service

`Crosstales.Radio.OnRadio.Service.BaseService` `Crosstales.Radio.Demo.GUIPlayStation.Service`

'BaseService' from the scene.

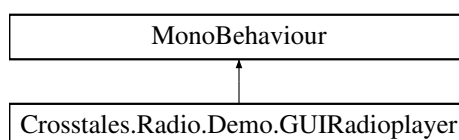
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayStation.cs`

5.95 Crosstales.Radio.Demo.GUIRadioplayer Class Reference

GUI for multiple radio players.

Inheritance diagram for `Crosstales.Radio.Demo.GUIRadioplayer`:



Public Member Functions

- void **Query** ()
- void **LimitChanged** (float value)
- void **FilterName** (string filter)
- void **FilterStation** (string filter)
- void **FilterUrl** (string filter)
- void **FilterBitrateMin** (string bitrate)
- void **FilterBitrateMax** (string bitrate)
- void **FilterGenre** (string filter)
- void **FilterRatingMin** (string rating)
- void **FilterRatingMax** (string rating)
- void **FilterFormat** (string filter)
- void **OrderByName** ()
- void **OrderByStation** ()
- void **OrderByUrl** ()
- void **OrderByFormat** ()
- void **OrderByBitrate** ()
- void **OrderByGenre** ()
- void **OrderByRating** ()

Public Attributes

- [RadioManager Manager](#)
'RadioManager' from the scene.
- GameObject [ItemPrefab](#)
Prefab for the radio list.
- GameObject **Target**
- GameObject **BuildingPanel**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- Color32 **EvenColor** = new Color32(242, 236, 224, 128)
- Color32 **OddColor** = new Color32(128, 128, 128, 128)
- Text **StationCounter**
- Text **LimitText**

5.95.1 Detailed Description

GUI for multiple radio players.

5.95.2 Member Data Documentation

5.95.2.1 ItemPrefab

`GameObject Crosstales.Radio.Demo.GUIRadioplayer.ItemPrefab`

Prefab for the radio list.

5.95.2.2 Manager

`RadioManager Crosstales.Radio.Demo.GUIRadioplayer.Manager`

'`RadioManager`' from the scene.

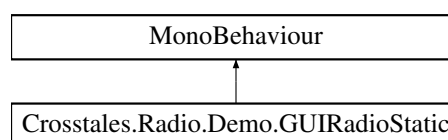
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIRadioplayer.↵
cs`

5.96 Crosstales.Radio.Demo.GUIRadioStatic Class Reference

GUI for a radio player.

Inheritance diagram for `Crosstales.Radio.Demo.GUIRadioStatic`:



Public Member Functions

- `void Play ()`
- `void Stop ()`
- `void OpenUrl ()`
- `void ChangeVolume (float volume)`
- `void RatingChanged (string ratingString)`
- `void OpenSpotifyUrl ()`

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- Color32 [PlayColor](#) = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- int [Retries](#) = 3
How many times should the radio station restart after an error before giving up (default: 3).
- Text **Name**
- Text **Station**
- Text **Bitrate**
- Text **Genre**
- InputField **Rating**
- Text **SongTitle**
- Text **Elapsed**
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**
- Color32 **StopColor**

5.96.1 Detailed Description

GUI for a radio player.

5.96.2 Member Data Documentation

5.96.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIRadioStatic.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.96.2.2 Player

```
RadioPlayer Crosstales.Radio.Demo.GUIRadioStatic.Player
```

['RadioPlayer'](#) from the scene.

5.96.2.3 Retries

```
int Crosstales.Radio.Demo.GUIRadioStatic.Retries = 3
```

How many times should the radio station restart after an error before giving up (default: 3).

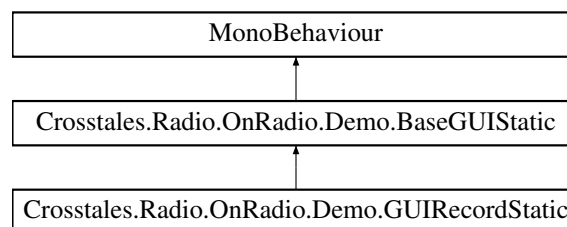
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIRadioStatic.cs

5.97 Crosstales.Radio.OnRadio.Demo.GUIRecordStatic Class Reference

GUI for a record.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.GUIRecordStatic:



Protected Member Functions

- override void **Start** ()
- override void **onRecordChange** ([Crosstales.Radio.Model.RadioStation](#) station, [Crosstales.Radio.Model.RecordInfo](#) newrecord)

Properties

- override [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) **Record** [get, set]

Additional Inherited Members

5.97.1 Detailed Description

GUI for a record.

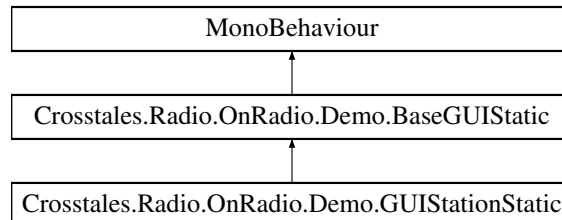
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/Scripts/GUIRecordStatic.cs

5.98 Crosstales.Radio.OnRadio.Demo.GUIStationStatic Class Reference

GUI for a station.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.GUIStationStatic:



Protected Member Functions

- override void **Start** ()
- override void **onRecordChange** ([Crosstales.Radio.Model.RadioStation](#) station, [Crosstales.Radio.Model.RecordInfo](#) newrecord)

Properties

- override [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) **Record** [get, set]

Additional Inherited Members

5.98.1 Detailed Description

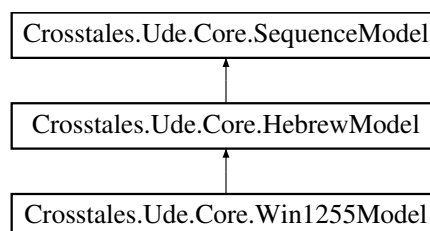
GUI for a station.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/GUIStationStatic.cs

5.99 Crosstales.Ude.Core.HebrewModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HebrewModel:



Public Member Functions

- **HebrewModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

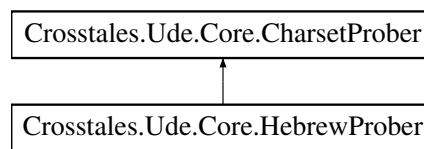
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ HebrewModel.cs

5.100 Crosstales.Ude.Core.HebrewProber Class Reference

This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers

Inheritance diagram for Crosstales.Ude.Core.HebrewProber:



Public Member Functions

- void **SetModelProbers** (CharsetProber logical, CharsetProber visual)
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **GetState** ()
- override void **DumpStatus** ()
- override float **GetConfidence** ()

Static Protected Member Functions

- static bool **IsFinal** (byte b)
- static bool **IsNonFinal** (byte b)

Protected Attributes

- CharsetProber **logicalProber**
- int **finalCharLogicalScore**
- byte **prev**

Static Protected Attributes

- const string **VISUAL_HEBREW_NAME** = "ISO-8859-8"
- const string **LOGICAL_HEBREW_NAME** = "windows-1255"

5.100.1 Detailed Description

This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers

5.100.2 Member Function Documentation

5.100.2.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.HebrewProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Final letter analysis for logical-visual decision. Look for evidence that the received buffer is either logical Hebrew or visual Hebrew. The following cases are checked: 1) A word longer than 1 letter, ending with a final letter. This is an indication that the text is laid out "naturally" since the final letter really appears at the end. +1 for logical score. 2) A word longer than 1 letter, ending with a Non-Final letter. In normal Hebrew, words ending with Kaf, Mem, Nun, Pe or Tsadi, should not end with the Non-Final form of that letter. Exceptions to this rule are mentioned above in `isNonFinal()`. This is an indication that the text is laid out backwards. +1 for visual score 3) A word longer than 1 letter, starting with a final letter. Final letters should not appear at the beginning of a word. This is an indication that the text is laid out backwards. +1 for visual score.

The visual score and logical score are accumulated throughout the text and are finally checked against each other in `GetCharSetName()`. No checking for final letters in the middle of words is done since that case is not an indication for either Logical or Visual text.

The input buffer should not contain any white spaces that are not (' ') or any low-ascii punctuation marks.

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.100.2.2 Reset()

```
override void Crosstales.Ude.Core.HebrewProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

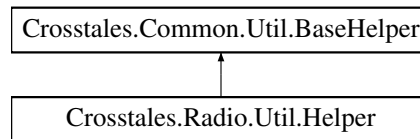
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/HebrewProber.cs

5.101 Crosstales.Radio.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.Radio.Util.Helper:



Static Public Member Functions

- static bool [isSane](#) (ref [RadioStation](#) station)
Checks if the given RadioStation is sane.
- static void [SaveAsM3U](#) (string filePath, System.Collections.Generic.List< [RadioStation](#) > stations)
Save all stations as M3U file.
- static void [SaveAsPLS](#) (string filePath, System.Collections.Generic.List< [RadioStation](#) > stations)
Save all stations as PLS file.
- static void [SaveAsXSPF](#) (string filePath, System.Collections.Generic.List< [RadioStation](#) > stations)
Save all stations as PLS file.
- static [AudioFormat](#) [AudioFormatFromString](#) (string format)
Converts a string to an AudioFormat. If the format couldn't be determined, the method returns AudioFormat.MP3.
- static [AudioCodec](#) [AudioCodecFromString](#) (string codec)
Converts a string to an AudioCodec. If the codec couldn't be determined, the method returns AudioCodec.None.
- static [AudioCodec](#) [AudioCodecForAudioFormat](#) ([AudioFormat](#) format)
Converts an AudioFormat to an AudioCodec for the current platform. If the codec couldn't be determined, the method returns AudioCodec.None.
- static bool [IsValidFormat](#) ([AudioFormat](#) format)
Checks if an AudioFormat is valid.
- static int [NearestBitrate](#) (int bitrate, [AudioFormat](#) format)
Returns the nearest bitrate for a given value and an AudioFormat.
- static int [NearestMP3Bitrate](#) (int bitrate)
Returns the nearest bitrate for a given value and MP3.
- static int [NearestOGGBitrate](#) (int bitrate)
Returns the nearest bitrate for a given value and OGG.
- static bool [IsValidBitrate](#) (int bitrate, [AudioFormat](#) format)
Checks if a bitrate for an AudioFormat is valid.
- static bool [IsValidMP3Bitrate](#) (int bitrate)
Checks if the MP3 bitrate is valid.
- static bool [IsValidOGGBitrate](#) (int bitrate)
Checks if the OGG bitrate is valid.

Static Public Attributes

- static bool [isSupportedPlatform](#) => [!isWSAPlatform](#) && [!isWebPlatform](#)
Checks if the current platform is supported.

Additional Inherited Members

5.101.1 Detailed Description

Various helper functions.

5.101.2 Member Function Documentation

5.101.2.1 AudioCodecForAudioFormat()

```
static AudioCodec Crosstales.Radio.Util.Helper.AudioCodecForAudioFormat (  
    AudioFormat format ) [static]
```

Converts an AudioFormat to an AudioCodec for the current platform. If the codec couldn't be determined, the method returns AudioCodec.None.

Parameters

<i>format</i>	AudioFormat to convert
---------------	------------------------

Returns

Converted AudioCodec.

5.101.2.2 AudioCodecFromString()

```
static AudioCodec Crosstales.Radio.Util.Helper.AudioCodecFromString (  
    string codec ) [static]
```

Converts a string to an AudioCodec. If the codec couldn't be determined, the method returns AudioCodec.None.

Parameters

<i>codec</i>	Audio codec as string to convert
--------------	----------------------------------

Returns

Converted AudioCodec.

5.101.2.3 AudioFormatFromString()

```
static AudioFormat Crosstales.Radio.Util.Helper.AudioFormatFromString (  
    string format ) [static]
```

Converts a string to an AudioFormat. If the format couldn't be determined, the method returns AudioFormat.MP3.

Parameters

<i>format</i>	Audio format as string to convert
---------------	-----------------------------------

Returns

Converted AudioFormat.

5.101.2.4 isSane()

```
static bool Crosstales.Radio.Util.Helper.isSane (  
    ref RadioStation station ) [static]
```

Checks if the given RadioStation is sane.

Returns

True if the given RadioStation is sane.

5.101.2.5 isValidBitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidBitrate (  
    int bitrate,  
    AudioFormat format ) [static]
```

Checks if a bitrate for an AudioFormat is valid.

Parameters

<i>bitrate</i>	Bitrate to check
<i>format</i>	AudioFormat to check

Returns

True if the bitrate for the AudioFormat is valid.

5.101.2.6 isValidFormat()

```
static bool Crosstales.Radio.Util.Helper.isValidFormat (
    AudioFormat format ) [static]
```

Checks if an AudioFormat is valid.

Parameters

<i>format</i>	AudioFormat to check
---------------	----------------------

Returns

True if the AudioFormat is valid.

5.101.2.7 isValidMP3Bitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidMP3Bitrate (
    int bitrate ) [static]
```

Checks if the MP3 bitrate is valid.

Parameters

<i>bitrate</i>	Bitrate to check
----------------	------------------

Returns

True if the MP3 bitrate is valid.

5.101.2.8 isValidOGGBitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidOGGBitrate (
    int bitrate ) [static]
```

Checks if the OGG bitrate is valid.

Parameters

<i>bitrate</i>	Bitrate to check
----------------	------------------

Returns

True if the OGG bitrate is valid.

5.101.2.9 NearestBitrate()

```
static int Crosstales.Radio.Util.Helper.NearestBitrate (
    int bitrate,
    AudioFormat format ) [static]
```

Returns the nearest bitrate for a given value and an AudioFormat.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
<i>format</i>	AudioFormat for the bitrate definition

Returns

The nearest bitrate for the given value and AudioFormat.

5.101.2.10 NearestMP3Bitrate()

```
static int Crosstales.Radio.Util.Helper.NearestMP3Bitrate (
    int bitrate ) [static]
```

Returns the nearest bitrate for a given value and MP3.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
----------------	---

Returns

The nearest bitrate for the given value and MP3.

5.101.2.11 NearestOGGBitrate()

```
static int Crosstales.Radio.Util.Helper.NearestOGGBitrate (
    int bitrate ) [static]
```

Returns the nearest bitrate for a given value and OGG.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
----------------	---

Returns

The nearest bitrate for the given value and OGG.

5.101.2.12 SaveAsM3U()

```
static void Crosstales.Radio.Util.Helper.SaveAsM3U (
    string filePath,
    System.Collections.Generic.List< RadioStation > stations ) [static]
```

Save all stations as M3U file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.101.2.13 SaveAsPLS()

```
static void Crosstales.Radio.Util.Helper.SaveAsPLS (
    string filePath,
    System.Collections.Generic.List< RadioStation > stations ) [static]
```

Save all stations as PLS file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.101.2.14 SaveAsXSPF()

```
static void Crosstales.Radio.Util.Helper.SaveAsXSPF (
    string filePath,
    System.Collections.Generic.List< RadioStation > stations ) [static]
```

Save all stations as PLS file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.101.3 Member Data Documentation

5.101.3.1 isSupportedPlatform

```
bool Crosstales.Radio.Util.Helper.isSupportedPlatform => !isWSAPlatform && !isWebPlatform  
[static]
```

Checks if the current platform is supported.

Returns

True if the current platform is supported.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Helper.cs

5.102 Crosstales.Radio.OnRadio.Util.Helper Class Reference

Helper-class for [OnRadio](#).

Static Public Member Functions

- static string **getGenre** ([Crosstales.Radio.OnRadio.Model.Genre](#) genre)

5.102.1 Detailed Description

Helper-class for [OnRadio](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Util/Helper.cs

5.103 Crosstales.NLayer.Decoder.Huffman Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Huffman.↔
cs

5.104 Crosstales.NVorbis.Huffman Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Huffman.↔
cs

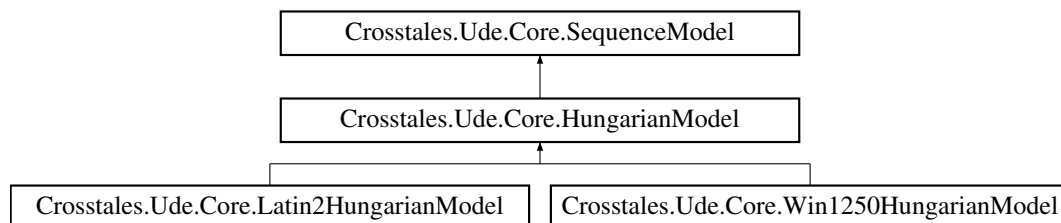
5.105 Crosstales.NVorbis.HuffmanListNode Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Huffman.↔
cs

5.106 Crosstales.Ude.Core.HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HungarianModel:



Public Member Functions

- **HungarianModel** (byte[] charToOrderMap, string name)

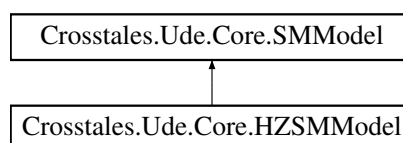
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔
HungarianModel.cs

5.107 Crosstales.Ude.Core.HZSMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HZSMMModel:



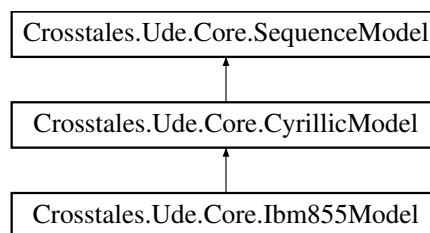
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/EscapeSM.cs

5.108 Crosstailes.Ude.Core.Ibm855Model Class Reference

Inheritance diagram for Crosstailes.Ude.Core.Ibm855Model:



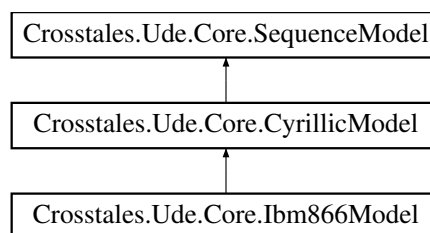
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/LanguageCyrillicModel.cs

5.109 Crosstailes.Ude.Core.Ibm866Model Class Reference

Inheritance diagram for Crosstailes.Ude.Core.Ibm866Model:



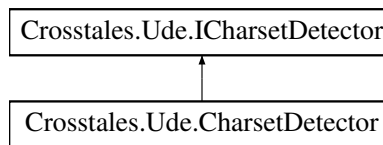
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/LanguageCyrillicModel.cs

5.110 Crosstales.Ude.ICharsetDetector Interface Reference

Inheritance diagram for Crosstales.Ude.ICharsetDetector:



Public Member Functions

- void **Feed** (byte[] buf, int offset, int len)
Feed a block of bytes to the detector.
- void **Feed** (Stream stream)
Feed a bytes stream to the detector.
- void **Reset** ()
Resets the state of the detector.
- bool **IsDone** ()
Returns true if the detector has found a result and it is sure about it.
- void **DataEnd** ()
Tell the detector that there is no more data and it must take its decision.

Properties

- string **Charset** [get]
The detected charset. It can be null.
- float **Confidence** [get]
The confidence of the detected charset, if any

5.110.1 Member Function Documentation

5.110.1.1 DataEnd()

```
void Crosstales.Ude.ICharsetDetector.DataEnd ( )
```

Tell the detector that there is no more data and it must take its decision.

5.110.1.2 Feed() [1/2]

```
void Crosstales.Ude.ICharsetDetector.Feed (
    byte[] buf,
    int offset,
    int len )
```

Feed a block of bytes to the detector.

Parameters

<i>buf</i>	input buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of available bytes

5.110.1.3 Feed() [2/2]

```
void Crosstales.Ude.ICharsetDetector.Feed (
    Stream stream )
```

Feed a bytes stream to the detector.

Parameters

<i>stream</i>	an input stream
---------------	-----------------

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.110.1.4 IsDone()

```
bool Crosstales.Ude.ICharsetDetector.IsDone ( )
```

Returns true if the detector has found a result and it is sure about it.

Returns

true if the detector has detected the encoding

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.110.1.5 Reset()

```
void Crosstales.Ude.ICharsetDetector.Reset ( )
```

Resets the state of the detector.

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.110.2 Property Documentation

5.110.2.1 Charset

```
string Crosstales.Ude.IContainerReader.Charset [get]
```

The detected charset. It can be null.

5.110.2.2 Confidence

```
float Crosstales.Ude.IContainerReader.Confidence [get]
```

The confidence of the detected charset, if any

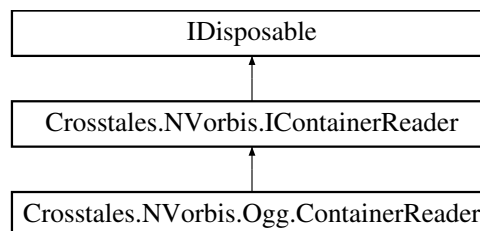
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/ICharsetDetector.cs

5.111 Crosstales.NVorbis.IContainerReader Interface Reference

Provides a interface for a Vorbis logical stream container.

Inheritance diagram for Crosstales.NVorbis.IContainerReader:



Public Member Functions

- bool [Init](#) ()
Initializes the container and finds the first stream.
- bool [FindNextStream](#) ()
Finds the next new stream in the container.
- int [GetTotalPageCount](#) ()
Retrieves the total number of pages in the container.

Properties

- `int[] StreamSerials` [get]
Gets the list of stream serials found in the container so far.
- `bool CanSeek` [get]
Gets whether the container supports seeking.
- `long WasteBits` [get]
Gets the number of bits in the container that are not associated with a logical stream.
- `int PagesRead` [get]
Gets the number of pages that have been read in the container.

Events

- `EventHandler< NewStreamEventArgs > NewStream`
Event raised when a new logical stream is found in the container.

5.111.1 Detailed Description

Provides a interface for a Vorbis logical stream container.

5.111.2 Member Function Documentation

5.111.2.1 FindNextStream()

```
bool Crosstales.NVorbis.IContainerReader.FindNextStream ( )
```

Finds the next new stream in the container.

Returns

True if a new stream was found, otherwise False.

Exceptions

<i>InvalidOperationException</i>	<code>CanSeek</code> is False.
----------------------------------	--------------------------------

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.111.2.2 GetTotalPageCount()

```
int Crosstales.NVorbis.IContainerReader.GetTotalPageCount ( )
```

Retrieves the total number of pages in the container.

Returns

The total number of pages.

Exceptions

<i>InvalidOperationException</i>	CanSeek is <code>False</code> .
----------------------------------	---

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.111.2.3 Init()

```
bool Crosstales.NVorbis.IContainerReader.Init ( )
```

Initializes the container and finds the first stream.

Returns

True if a valid logical stream is found, otherwise `False`.

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.111.3 Property Documentation**5.111.3.1 CanSeek**

```
bool Crosstales.NVorbis.IContainerReader.CanSeek [get]
```

Gets whether the container supports seeking.

5.111.3.2 PagesRead

```
int Crosstales.NVorbis.IContainerReader.PagesRead [get]
```

Gets the number of pages that have been read in the container.

5.111.3.3 StreamSerials

```
int [] Crosstales.NVorbis.IContainerReader.StreamSerials [get]
```

Gets the list of stream serials found in the container so far.

5.111.3.4 WasteBits

```
long Crosstales.NVorbis.IContainerReader.WasteBits [get]
```

Gets the number of bits in the container that are not associated with a logical stream.

5.111.4 Event Documentation

5.111.4.1 NewStream

```
EventHandler<NewStreamEventArgs> Crosstales.NVorbis.IContainerReader.NewStream
```

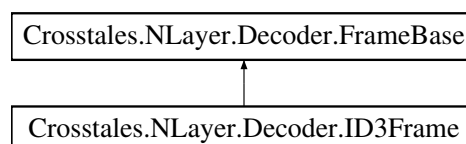
Event raised when a new logical stream is found in the container.

The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IContainerReader.cs

5.112 Crosstales.NLayer.Decoder.ID3Frame Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.ID3Frame:



Protected Member Functions

- override int [Validate](#) ()
Called to validate the frame header

5.112.1 Member Function Documentation

5.112.1.1 Validate()

```
override int Crosstales.NLayer.Decoder.ID3Frame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstales.NLayer.Decoder.FrameBase](#).

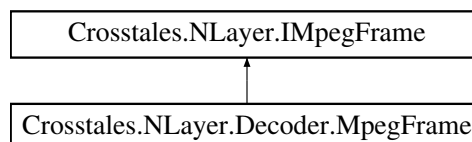
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/ID3Frame.cs

5.113 Crosstales.NLayer.IMpegFrame Interface Reference

Defines a standard way of representing a MPEG frame to the decoder

Inheritance diagram for Crosstales.NLayer.IMpegFrame:



Public Member Functions

- void [Reset](#) ()
Resets the bit reader so frames can be reused
- int [ReadBits](#) (int bitCount)
Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Properties

- int [SampleRate](#) [get]
Sample rate of this frame
- int [SampleRateIndex](#) [get]
The samplerate index (directly from the header)
- int [FrameLength](#) [get]
Frame length in bytes
- int [BitRate](#) [get]
Bit Rate
- MpegVersion [Version](#) [get]
MPEG Version
- MpegLayer [Layer](#) [get]
MPEG Layer
- MpegChannelMode [ChannelMode](#) [get]
Channel Mode
- int [ChannelModeExtension](#) [get]
The number of samples in this frame
- int [SampleCount](#) [get]
The channel extension bits
- int [BitRateIndex](#) [get]
The bitrate index (directly from the header)
- bool [IsCopyrighted](#) [get]
Whether the Copyright bit is set
- bool [HasCrc](#) [get]
Whether a CRC is present
- bool [IsCorrupted](#) [get]
Whether the CRC check failed (use error concealment strategy)

5.113.1 Detailed Description

Defines a standard way of representing a MPEG frame to the decoder

5.113.2 Member Function Documentation

5.113.2.1 ReadBits()

```
int Crosstales.NLayer.IMpegFrame.ReadBits (
    int bitCount )
```

Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Parameters

<i>bitCount</i>	The number of bits to read
-----------------	----------------------------

Returns

-1 if the end of the frame has been encountered, otherwise the bits requested

Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#).

5.113.2.2 Reset()

```
void Crosstales.NLayer.IMpegFrame.Reset ( )
```

Resets the bit reader so frames can be reused

Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#).

5.113.3 Property Documentation**5.113.3.1 BitRate**

```
int Crosstales.NLayer.IMpegFrame.BitRate [get]
```

Bit Rate

5.113.3.2 BitRateIndex

```
int Crosstales.NLayer.IMpegFrame.BitRateIndex [get]
```

The bitrate index (directly from the header)

5.113.3.3 ChannelMode

```
MpegChannelMode Crosstales.NLayer.IMpegFrame.ChannelMode [get]
```

Channel Mode

5.113.3.4 ChannelModeExtension

```
int Crosstales.NLayer.IMpegFrame.ChannelModeExtension [get]
```

The number of samples in this frame

5.113.3.5 FrameLength

```
int Crosstales.NLayer.IMpegFrame.FrameLength [get]
```

Frame length in bytes

5.113.3.6 HasCrc

```
bool Crosstales.NLayer.IMpegFrame.HasCrc [get]
```

Whether a CRC is present

5.113.3.7 IsCopyrighted

```
bool Crosstales.NLayer.IMpegFrame.IsCopyrighted [get]
```

Whether the Copyright bit is set

5.113.3.8 IsCorrupted

```
bool Crosstales.NLayer.IMpegFrame.IsCorrupted [get]
```

Whether the CRC check failed (use error concealment strategy)

5.113.3.9 Layer

```
MpegLayer Crosstales.NLayer.IMpegFrame.Layer [get]
```

MPEG Layer

5.113.3.10 SampleCount

```
int Crosstales.NLayer.IMpegFrame.SampleCount [get]
```

The channel extension bits

5.113.3.11 SampleRate

```
int Crosstales.NLayer.IMpegFrame.SampleRate [get]
```

Sample rate of this frame

5.113.3.12 SampleRateIndex

```
int Crosstales.NLayer.IMpegFrame.SampleRateIndex [get]
```

The samplerate index (directly from the header)

5.113.3.13 Version

```
MpegVersion Crosstales.NLayer.IMpegFrame.Version [get]
```

MPEG Version

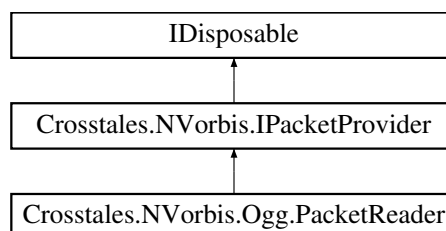
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/IMpeg↵
Frame.cs

5.114 Crosstales.NVorbis.IPacketProvider Interface Reference

Provides packets on-demand for the Vorbis stream decoder.

Inheritance diagram for Crosstales.NVorbis.IPacketProvider:



Public Member Functions

- int [GetTotalPageCount](#) ()
Retrieves the total number of pages (or frames) this stream uses.
- [DataPacket](#) [GetNextPacket](#) ()
Retrieves the next packet in the stream.
- [DataPacket](#) [PeekNextPacket](#) ()
Retrieves the next packet in the stream but does not advance to the following packet.
- [DataPacket](#) [GetPacket](#) (int packetIndex)
Retrieves the packet specified from the stream.
- long [GetGranuleCount](#) ()
Retrieves the total number of granules in this Vorbis stream.
- [DataPacket](#) [FindPacket](#) (long granulePos, Func< [DataPacket](#), [DataPacket](#), int > packetGranuleCount↵
Callback)
Finds the packet index to the granule position specified in the current stream.
- void [SeekToPacket](#) ([DataPacket](#) packet, int preRoll)
Sets the next packet to be returned, applying a pre-roll as necessary.

Properties

- int [StreamSerial](#) [get]
Gets the serial number associated with this stream.
- bool [CanSeek](#) [get]
Gets whether seeking is supported on this stream.
- long [ContainerBits](#) [get]
Gets the number of bits of overhead in this stream's container.

Events

- EventHandler< [ParameterChangeEventArgs](#) > [ParameterChange](#)
Occurs when the stream is about to change parameters.

5.114.1 Detailed Description

Provides packets on-demand for the Vorbis stream decoder.

5.114.2 Member Function Documentation

5.114.2.1 FindPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.FindPacket (
    long granulePos,
    Func< DataPacket, DataPacket, int > packetGranuleCountCallback )
```

Finds the packet index to the granule position specified in the current stream.

Parameters

<i>granulePos</i>	The granule position to seek to.
<i>packetGranuleCountCallback</i>	A callback method that takes the current and previous packets and returns the number of granules in the current packet.

Returns

The index of the packet that includes the specified granule position or -1 if none found.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>granulePos</i> is less than 0 or is after the last granule.
------------------------------------	--

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.114.2.2 GetGranuleCount()

```
long Crosstales.NVorbis.IPacketProvider.GetGranuleCount ( )
```

Retrieves the total number of granules in this Vorbis stream.

Returns

The number of samples

Exceptions

<i>InvalidOperationException</i>	CanSeek is <code>False</code> .
----------------------------------	---

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.114.2.3 GetNextPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.GetNextPacket ( )
```

Retrieves the next packet in the stream.

Returns

The next packet in the stream or `null` if no more packets.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.114.2.4 GetPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.GetPacket (
    int packetIndex )
```

Retrieves the packet specified from the stream.

Parameters

<i>packetIndex</i>	The index of the packet to retrieve.
--------------------	--------------------------------------

Returns

The specified packet.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>packetIndex</i> is less than 0 or past the end of the stream.
<i>InvalidOperationException</i>	CanSeek is False.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.114.2.5 GetTotalPageCount()

```
int Crosstales.NVorbis.IPacketProvider.GetTotalPageCount ( )
```

Retrieves the total number of pages (or frames) this stream uses.

Returns

The page count.

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-----------------------------------

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.114.2.6 PeekNextPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.PeekNextPacket ( )
```

Retrieves the next packet in the stream but does not advance to the following packet.

Returns

The next packet in the stream or `null` if no more packets.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.114.2.7 SeekToPacket()

```
void Crosstales.NVorbis.IPacketProvider.SeekToPacket (
    DataPacket packet,
    int preRoll )
```

Sets the next packet to be returned, applying a pre-roll as necessary.

Parameters

<i>packet</i>	The packet to key from.
<i>preRoll</i>	The number of packets to return before the indicated packet.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.114.3 Property Documentation

5.114.3.1 CanSeek

```
bool Crosstales.NVorbis.IPacketProvider.CanSeek [get]
```

Gets whether seeking is supported on this stream.

5.114.3.2 ContainerBits

```
long Crosstales.NVorbis.IPacketProvider.ContainerBits [get]
```

Gets the number of bits of overhead in this stream's container.

5.114.3.3 StreamSerial

```
int Crosstales.NVorbis.IPacketProvider.StreamSerial [get]
```

Gets the serial number associated with this stream.

5.114.4 Event Documentation

5.114.4.1 ParameterChange

EventHandler<ParameterChangeEventArgs> Crosstales.NVorbis.IPacketProvider.ParameterChange

Occurs when the stream is about to change parameters.

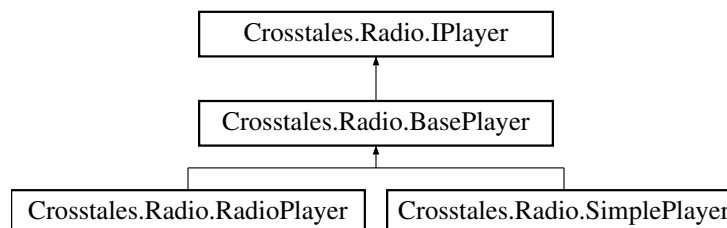
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IPacketProvider.cs

5.115 Crosstales.Radio.IPlayer Interface Reference

Interface for all players.

Inheritance diagram for Crosstales.Radio.IPlayer:



Public Member Functions

- void **Play** ()
Plays the radio-station.
- void **PlayOrStop** ()
Plays or stops the radio-station.
- void **Stop** ()
Stops the playback of the radio-station.
- void **Restart** (float invokeDelay=Crosstales.Radio.Util.Constants.INVOKE_DELAY)
Restarts the playback of the radio-station.
- void **MuteOrUnMute** ()
Mute or unmute the playback of the record.
- void **Mute** ()
Mute the playback of the record.
- void **UnMute** ()
Unmute the playback of the record.

Properties

- [RadioStation Station](#) [get, set]
Current RadioStation of this player.
- bool [HandleFocus](#) [get, set]
Starts and stops the [RadioPlayer](#) depending on the focus and running state.
- int [CacheStreamSize](#) [get, set]
Size of the cache stream in bytes.
- bool [LegacyMode](#) [get, set]
Enable or disable legacy mode. This disables all record information, but is more stable.
- bool [CaptureDataStream](#) [get, set]
Capture the encoded PCM-stream from this player.
- AudioSource [Source](#) [get]
Returns the AudioSource of for this player.
- [AudioCodec Codec](#) [get]
Returns the codec of for this player.
- float [PlayTime](#) [get]
Returns the current playtime of this player.
- float [BufferProgress](#) [get]
Returns the current buffer progress in percent.
- bool [isBuffering](#) [get]
Is this player buffering?
- long [CurrentBufferSize](#) [get]
Returns the size of the current buffer in bytes.
- bool [isPlayback](#) [get]
Is this player in playback-mode?
- bool [isAudioPlaying](#) [get]
Is this player playing audio?
- float [RecordPlayTime](#) [get]
Returns the playtime of the current audio record.
- [RecordInfo RecordInfo](#) [get]
Returns the information about the current audio record.
- [RecordInfo NextRecordInfo](#) [get]
Returns the information about the next audio record. This information is updated a few seconds before a new record starts.
- float [NextRecordDelay](#) [get]
Returns the current delay in seconds until the next audio record starts.
- long [CurrentDownloadSpeed](#) [get]
Returns the current download speed in Bytes per second.
- [Crosstales.Common.Util.MemoryCacheStream DataStream](#) [get]
Returns the encoded PCM-stream from this player.
- int [Channels](#) [get]
Current audio channels of the current station.
- int [SampleRate](#) [get]
Current audio sample rate of the current station.
- float [Volume](#) [get, set]
Current volume of this player.
- float [Pitch](#) [get, set]
Current pitch of this player.
- float [StereoPan](#) [get, set]
Current stereo pan of this player.
- bool [isMuted](#) [get, set]
Is this player muted?

5.115.1 Detailed Description

Interface for all players.

5.115.2 Member Function Documentation

5.115.2.1 Mute()

```
void Crosstales.Radio.IPlayer.Mute ( )
```

Mute the playback of the record.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.115.2.2 MuteOrUnMute()

```
void Crosstales.Radio.IPlayer.MuteOrUnMute ( )
```

Mute or unmute the playback of the record.

Implemented in [Crosstales.Radio.BasePlayer](#).

5.115.2.3 Play()

```
void Crosstales.Radio.IPlayer.Play ( )
```

Plays the radio-station.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.115.2.4 PlayOrStop()

```
void Crosstales.Radio.IPlayer.PlayOrStop ( )
```

Plays or stops the radio-station.

Implemented in [Crosstales.Radio.BasePlayer](#).

5.115.2.5 Restart()

```
void Crosstales.Radio.IPlayer.Restart (
    float invokeDelay = Crosstales.Radio.Util.Constants.INVOKE\_DELAY )
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.115.2.6 Stop()

```
void Crosstales.Radio.IPlayer.Stop ( )
```

Stops the playback of the radio-station.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.115.2.7 UnMute()

```
void Crosstales.Radio.IPlayer.UnMute ( )
```

Unmute the playback of the record.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.115.3 Property Documentation

5.115.3.1 BufferProgress

```
float Crosstales.Radio.IPlayer.BufferProgress [get]
```

Returns the current buffer progress in percent.

Returns

The current buffer progress in percent.

5.115.3.2 CacheStreamSize

```
int Crosstales.Radio.IPlayer.CacheStreamSize [get], [set]
```

Size of the cache stream in bytes.

5.115.3.3 CaptureDataStream

```
bool Crosstales.Radio.IPlayer.CaptureDataStream [get], [set]
```

Capture the encoded PCM-stream from this player.

5.115.3.4 Channels

```
int Crosstales.Radio.IPlayer.Channels [get]
```

Current audio channels of the current station.

5.115.3.5 Codec

```
AudioCodec Crosstales.Radio.IPlayer.Codec [get]
```

Returns the codec of for this player.

Returns

The codec for this player.

5.115.3.6 CurrentBufferSize

```
long Crosstales.Radio.IPlayer.CurrentBufferSize [get]
```

Returns the size of the current buffer in bytes.

Returns

Size of the current buffer in bytes.

5.115.3.7 CurrentDownloadSpeed

```
long Crosstales.Radio.IPlayer.CurrentDownloadSpeed [get]
```

Returns the current download speed in Bytes per second.

Returns

Current download speed in Bytes per second.

5.115.3.8 DataStream

`Crosstales.Common.Util.MemoryCacheStream` `Crosstales.Radio.IPlayer.DataStream` [get]

Returns the encoded PCM-stream from this player.

Returns

Encoded PCM-stream from this player.

5.115.3.9 HandleFocus

`bool` `Crosstales.Radio.IPlayer.HandleFocus` [get], [set]

Starts and stops the [RadioPlayer](#) depending on the focus and running state.

5.115.3.10 isAudioPlaying

`bool` `Crosstales.Radio.IPlayer.isAudioPlaying` [get]

Is this player playing audio?

Returns

True if this player is playing audio.

5.115.3.11 isBuffering

`bool` `Crosstales.Radio.IPlayer.isBuffering` [get]

Is this player buffering?

Returns

True if this player is buffering.

5.115.3.12 isMuted

`bool` `Crosstales.Radio.IPlayer.isMuted` [get], [set]

Is this player muted?

5.115.3.13 isPlayback

```
bool Crosstales.Radio.IPlayer.isPlayback [get]
```

Is this player in playback-mode?

Returns

True if this player is in playback-mode.

5.115.3.14 LegacyMode

```
bool Crosstales.Radio.IPlayer.LegacyMode [get], [set]
```

Enable or disable legacy mode. This disables all record information, but is more stable.

5.115.3.15 NextRecordDelay

```
float Crosstales.Radio.IPlayer.NextRecordDelay [get]
```

Returns the current delay in seconds until the next audio record starts.

Returns

Current delay in seconds until the next audio record starts.

5.115.3.16 NextRecordInfo

```
RecordInfo Crosstales.Radio.IPlayer.NextRecordInfo [get]
```

Returns the information about the next audio record. This information is updated a few seconds before a new record starts.

Returns

Information about the next audio record.

5.115.3.17 Pitch

```
float Crosstales.Radio.IPlayer.Pitch [get], [set]
```

Current pitch of this player.

5.115.3.18 PlayTime

```
float Crosstales.Radio.IPlayer.PlayTime [get]
```

Returns the current playtime of this player.

Returns

The current playtime of this player.

5.115.3.19 RecordInfo

```
RecordInfo Crosstales.Radio.IPlayer.RecordInfo [get]
```

Returns the information about the current audio record.

Returns

Information about the current audio record.

5.115.3.20 RecordPlayTime

```
float Crosstales.Radio.IPlayer.RecordPlayTime [get]
```

Returns the playtime of the current audio record.

Returns

Playtime of the current audio record.

5.115.3.21 SampleRate

```
int Crosstales.Radio.IPlayer.SampleRate [get]
```

Current audio sample rate of the current station.

5.115.3.22 Source

`AudioSource Crosstales.Radio.IPlayer.Source [get]`

Returns the AudioSource of for this player.

Returns

The AudioSource for this player.

5.115.3.23 Station

`RadioStation Crosstales.Radio.IPlayer.Station [get], [set]`

Current RadioStation of this player.

5.115.3.24 StereoPan

`float Crosstales.Radio.IPlayer.StereoPan [get], [set]`

Current stereo pan of this player.

5.115.3.25 Volume

`float Crosstales.Radio.IPlayer.Volume [get], [set]`

Current volume of this player.

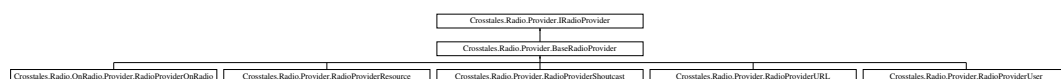
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/IPlayer.cs

5.116 Crosstales.Radio.Provider.IRadioProvider Interface Reference

Interface for all radio providers.

Inheritance diagram for Crosstales.Radio.Provider.IRadioProvider:



Public Member Functions

- void [Load](#) ()
Loads all stations from this provider.
- void [Save](#) (string path)
Saves all stations from this provider as text-file with streams.

Properties

- System.Collections.Generic.List< [BaseRadioEntry](#) > [RadioEntries](#) [get]
Returns the list of all RadioEntry.
- System.Collections.Generic.List< [RadioStation](#) > [Stations](#) [get]
Returns the list of all loaded RadioStation.
- bool [isReady](#) [get]
Is this provider ready (= data loaded)?

5.116.1 Detailed Description

Interface for all radio providers.

5.116.2 Member Function Documentation

5.116.2.1 Load()

```
void Crosstales.Radio.Provider.IRadioProvider.Load ( )
```

Loads all stations from this provider.

Implemented in [Crosstales.Radio.Provider.BaseRadioProvider](#), and [Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio](#).

5.116.2.2 Save()

```
void Crosstales.Radio.Provider.IRadioProvider.Save (
    string path )
```

Saves all stations from this provider as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
-------------	------------------------

Implemented in [Crosstales.Radio.Provider.BaseRadioProvider](#).

5.116.3 Property Documentation

5.116.3.1 isReady

```
bool Crosstales.Radio.Provider.IRadioProvider.isReady [get]
```

Is this provider ready (= data loaded)?

Returns

True if this provider is ready.

5.116.3.2 RadioEntries

```
System.Collections.Generic.List<BaseRadioEntry> Crosstales.Radio.Provider.IRadioProvider.↔  
RadioEntries [get]
```

Returns the list of all RadioEntry.

Returns

>List of all RadioEntry.

5.116.3.3 Stations

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Provider.IRadioProvider.↔  
Stations [get]
```

Returns the list of all loaded RadioStation.

Returns

List of all loaded RadioStation.

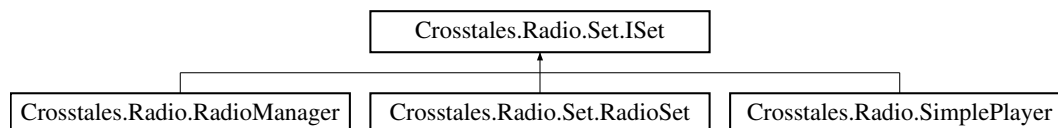
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/IRadio↔
Provider.cs

5.117 Crosstales.Radio.Set.ISet Interface Reference

Interface for all sets.

Inheritance diagram for Crosstales.Radio.Set.ISet:



Public Member Functions

- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [RadioFilter](#) filter=null)
Saves all stations from this set as text-file with streams.
- System.Collections.Generic.List< [RadioStation](#) > [GetStations](#) (bool random=false, [RadioFilter](#) filter=null)
Get all RadioStation for a given RadioFilter.
- int [CountStations](#) ([RadioFilter](#) filter=null)
Count all RadioStation for a given RadioFilter.
- [RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) filter=null)
Radio station from a given index (normal/random) from this set.
- [RadioStation](#) [StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [RadioStation](#) [NextStation](#) (bool random=false, [RadioFilter](#) filter=null)
Next (normal/random) radio station from this set.
- [RadioStation](#) [PreviousStation](#) (bool random=false, [RadioFilter](#) filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByName](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByURL](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by URL.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by cities.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by countries.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by languages.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by rating.
- void [RandomizeStations](#) (bool resetIndex=true)
Randomize all radio stations.

Properties

- `System.Collections.Generic.List< RadioStation > Stations` [get]
List of all loaded RadioStation from all providers.
- `System.Collections.Generic.List< RadioStation > RandomStations` [get]
Returns the list of all randomized RadioStation from this set.
- `bool isReady` [get]
Are all providers of this set ready (= data loaded)?
- `int CurrentStationIndex` [get, set]
Current station index.
- `int CurrentRandomStationIndex` [get, set]
Current random station index.

5.117.1 Detailed Description

Interface for all sets.

5.117.2 Member Function Documentation

5.117.2.1 CountStations()

```
int Crosstales.Radio.Set.ISet.CountStations (
    RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.2 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.3 Load()

```
void Crosstales.Radio.Set.ISet.Load ( )
```

Loads all stations from this set (via providers).

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.4 NextStation()

```
RadioStation Crosstales.Radio.Set.ISet.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.5 PreviousStation()

```
RadioStation Crosstales.Radio.Set.ISet.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.6 RandomizeStations()

```
void Crosstales.Radio.Set.ISet.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.7 Save()

```
void Crosstales.Radio.Set.ISet.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.8 StationFromHashCode()

```
RadioStation Crosstales.Radio.Set.ISet.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.9 StationFromIndex()

```
RadioStation Crosstales.Radio.Set.ISet.StationFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.10 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByBitrate (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.11 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByCities (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.12 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByCountries (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.13 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByFormat (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.14 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.15 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByLanguages (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.16 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByName (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.2.17 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.18 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByStation (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.117.2.19 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.117.3 Property Documentation

5.117.3.1 CurrentRandomStationIndex

```
int Crosstales.Radio.Set.ISet.CurrentRandomStationIndex [get], [set]
```

Current random station index.

5.117.3.2 CurrentStationIndex

```
int Crosstales.Radio.Set.ISet.CurrentStationIndex [get], [set]
```

Current station index.

5.117.3.3 isReady

```
bool Crosstales.Radio.Set.ISet.isReady [get]
```

Are all providers of this set ready (= data loaded)?

Returns

True if all providers of this set are ready.

5.117.3.4 RandomStations

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.RandomStations [get]
```

Returns the list of all randomized RadioStation from this set.

Returns

The list of all randomized RadioStation from this set.

5.117.3.5 Stations

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.Stations [get]
```

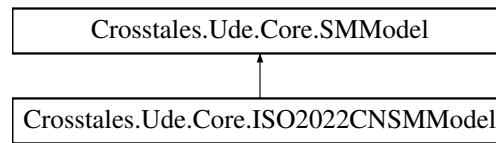
List of all loaded RadioStation from all providers.

The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Set/ISet.cs

5.118 Crosstailes.Ude.Core.ISO2022CNSMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.ISO2022CNSMModel:



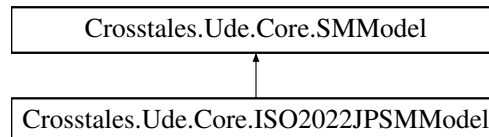
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/EscapeSM.cs

5.119 Crosstailes.Ude.Core.ISO2022JPSMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.ISO2022JPSMModel:



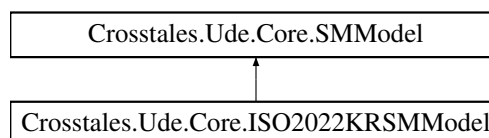
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/EscapeSM.cs

5.120 Crosstailes.Ude.Core.ISO2022KRSModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.ISO2022KRSModel:



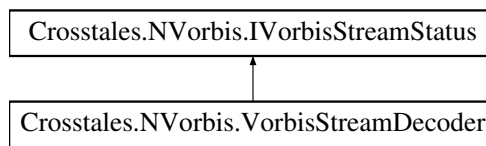
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Esc↔SM.cs

5.121 Crosstales.NVorbis.IVorbisStreamStatus Interface Reference

Inheritance diagram for Crosstales.NVorbis.IVorbisStreamStatus:



Public Member Functions

- void [ResetStats](#) ()
Gets the counters for latency and bitrate calculations, as well as overall bit counts

Properties

- int [EffectiveBitRate](#) [get]
Gets the calculated bit rate of audio stream data for the everything decoded so far
- int [InstantBitRate](#) [get]
Gets the calculated bit rate for the last ~ 1 second of audio
- TimeSpan [PageLatency](#) [get]
Gets the calculated latency per page
- TimeSpan [PacketLatency](#) [get]
Gets the calculated latency per packet
- TimeSpan [SecondLatency](#) [get]
Gets the calculated latency per second of output
- long [OverheadBits](#) [get]
Gets the number of bits read that do not contribute to the output audio
- long [AudioBits](#) [get]
Gets the number of bits read that contribute to the output audio
- int [PagesRead](#) [get]
Gets the number of pages read so far in the current stream
- int [TotalPages](#) [get]
Gets the total number of pages in the current stream
- bool [Clipped](#) [get]
Gets whether the stream has been clipped since the last reset

5.121.1 Member Function Documentation

5.121.1.1 ResetStats()

```
void Crosstales.NVorbis.IVorbisStreamStatus.ResetStats ( )
```

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Implemented in [Crosstales.NVorbis.VorbisStreamDecoder](#).

5.121.2 Property Documentation

5.121.2.1 AudioBits

```
long Crosstales.NVorbis.IVorbisStreamStatus.AudioBits [get]
```

Gets the number of bits read that contribute to the output audio

5.121.2.2 Clipped

```
bool Crosstales.NVorbis.IVorbisStreamStatus.Clipped [get]
```

Gets whether the stream has been clipped since the last reset

5.121.2.3 EffectiveBitRate

```
int Crosstales.NVorbis.IVorbisStreamStatus.EffectiveBitRate [get]
```

Gets the calculated bit rate of audio stream data for the everything decoded so far

5.121.2.4 InstantBitRate

```
int Crosstales.NVorbis.IVorbisStreamStatus.InstantBitRate [get]
```

Gets the calculated bit rate for the last ~1 second of audio

5.121.2.5 OverheadBits

```
long Crosstales.NVorbis.IVorbisStreamStatus.OverheadBits [get]
```

Gets the number of bits read that do not contribute to the output audio

5.121.2.6 PacketLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.PacketLatency [get]
```

Gets the calculated latency per packet

5.121.2.7 PageLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.PageLatency [get]
```

Gets the calculated latency per page

5.121.2.8 PagesRead

```
int Crosstales.NVorbis.IVorbisStreamStatus.PagesRead [get]
```

Gets the number of pages read so far in the current stream

5.121.2.9 SecondLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.SecondLatency [get]
```

Gets the calculated latency per second of output

5.121.2.10 TotalPages

```
int Crosstales.NVorbis.IVorbisStreamStatus.TotalPages [get]
```

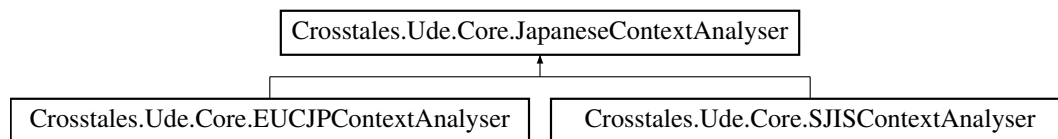
Gets the total number of pages in the current stream

The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IVorbisStreamStatus.cs

5.122 Crosstales.Ude.Core.JapaneseContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.JapaneseContextAnalyser:



Public Member Functions

- float **GetConfidence** ()
- void **HandleData** (byte[] buf, int offset, int len)
- void **HandleOneChar** (byte[] buf, int offset, int charLen)
- void **Reset** ()
- bool **GotEnoughData** ()

Protected Member Functions

- abstract int **GetOrder** (byte[] buf, int offset, out int charLen)
- abstract int **GetOrder** (byte[] buf, int offset)

Static Protected Attributes

- const int **CATEGORIES_NUM** = 6
- const int **ENOUGH_REL_THRESHOLD** = 100
- const int **MAX_REL_THRESHOLD** = 1000
- const int **MINIMUM_DATA_THRESHOLD** = 4
- const float **DONT_KNOW** = -1.0f
- static byte[,] **jp2CharContext**

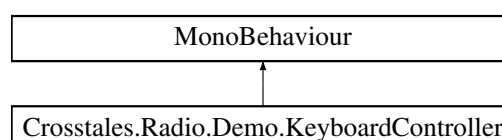
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/JapaneseContextAnalyser.cs

5.123 Crosstales.Radio.Demo.KeyboardController Class Reference

Controls [UI](#) elements with keyboard commands.

Inheritance diagram for Crosstales.Radio.Demo.KeyboardController:



Public Attributes

- Button **ButtonPlay**
- Button **ButtonStop**
- Button **ButtonPrevious**
- Button **ButtonNext**
- KeyCode **Play** = KeyCode.F3
- KeyCode **Stop** = KeyCode.F2
- KeyCode **Previous** = KeyCode.F1
- KeyCode **Next** = KeyCode.F4

5.123.1 Detailed Description

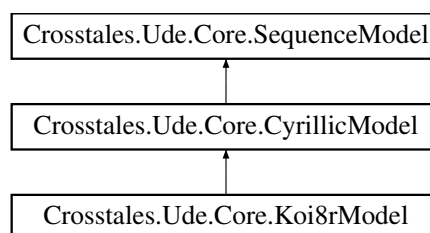
Controls [UI](#) elements with keyboard commands.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/Keyboard↔
Controller.cs

5.124 Crosstales.Ude.Core.Koi8rModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Koi8rModel:



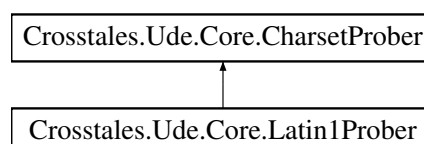
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔
CyrillicModel.cs

5.125 Crosstales.Ude.Core.Latin1Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin1Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()

Additional Inherited Members

5.125.1 Member Function Documentation

5.125.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.Latin1Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.125.1.2 Reset()

```
override void Crosstales.Ude.Core.Latin1Prober.Reset ( ) [virtual]
```

Reset prober state

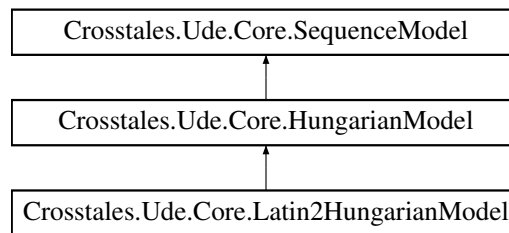
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Latin1↔
Prober.cs

5.126 Crosstales.Ude.Core.Latin2HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin2HungarianModel:



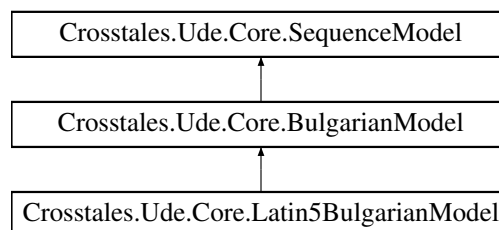
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔HungarianModel.cs

5.127 Crosstales.Ude.Core.Latin5BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin5BulgarianModel:



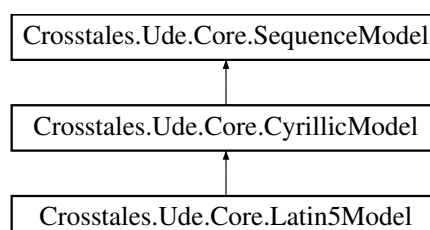
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔BulgarianModel.cs

5.128 Crosstales.Ude.Core.Latin5Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin5Model:



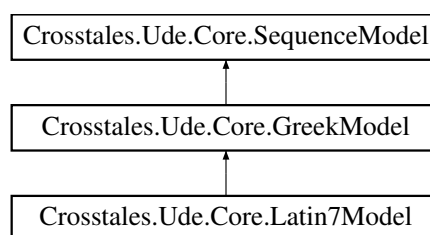
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔CyrillicModel.cs

5.129 Crosstales.Ude.Core.Latin7Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin7Model:



Additional Inherited Members

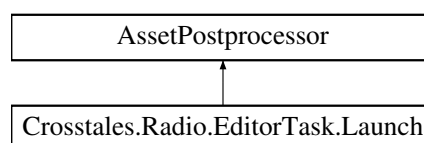
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔GreekModel.cs

5.130 Crosstales.Radio.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.Radio.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔Assets, string[] movedFromAssetPaths)

5.130.1 Detailed Description

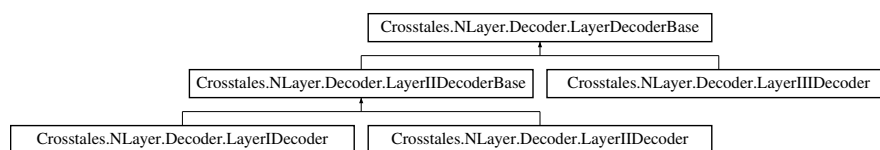
Show the configuration window on the first launch.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/Launch.cs

5.131 Crosstales.NLayer.Decoder.LayerDecoderBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerDecoderBase:



Protected Member Functions

- void **InversePolyPhase** (int channel, float[] data)

Static Protected Attributes

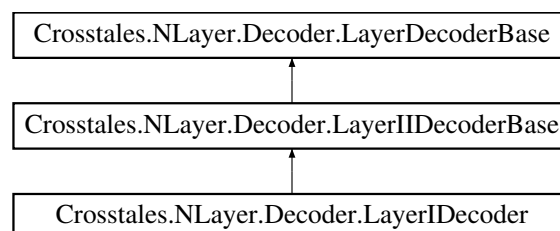
- const int **SBLIMIT** = 32

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerDecoderBase.cs

5.132 Crosstales.NLayer.Decoder.LayerIIDecoder Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoder:



Protected Member Functions

- override `int[] GetRateTable (IMpegFrame frame)`
- override `void ReadScaleFactorSelection (IMpegFrame frame, int[] scfsi, int channels)`

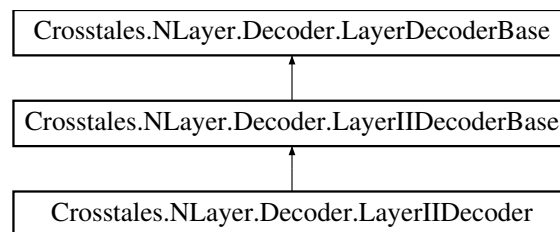
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIDecoder.cs

5.133 Crosstales.NLayer.Decoder.LayerIIDecoder Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoder:



Protected Member Functions

- override `int[] GetRateTable (IMpegFrame frame)`
- override `void ReadScaleFactorSelection (IMpegFrame frame, int[] scfsi, int channels)`

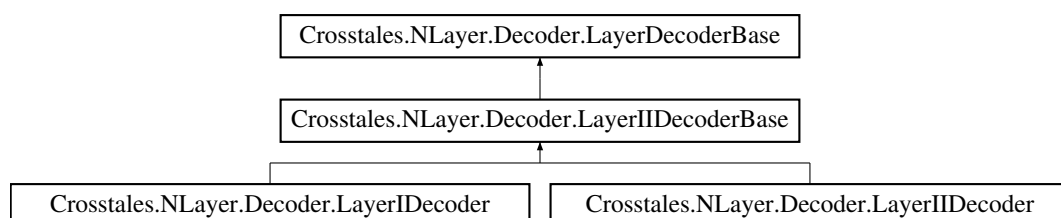
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIDecoder.cs

5.134 Crosstales.NLayer.Decoder.LayerIIDecoderBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoderBase:



Protected Member Functions

- **LayerIIIDecoderBase** (int[][] allocLookupTable, int granuleCount)
- abstract int[] **GetRateTable** ([IMpegFrame](#) frame)
- abstract void **ReadScaleFactorSelection** ([IMpegFrame](#) frame, int[][] scfsi, int channels)

Static Protected Member Functions

- static bool **GetCRC** ([MpegFrame](#) frame, int[] rateTable, int[][] allocLookupTable, bool readScfsiBits, ref uint crc)

Static Protected Attributes

- const int **SSLIMIT** = 12

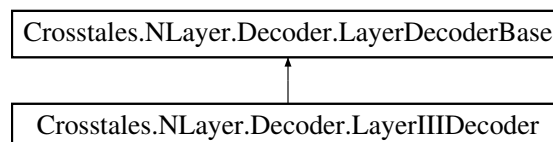
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIIDecoderBase.cs

5.135 Crosstales.NLayer.Decoder.LayerIIIDecoder Class Reference

Class Implementing Layer 3 [Decoder](#).

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIIDecoder:



Additional Inherited Members

5.135.1 Detailed Description

Class Implementing Layer 3 [Decoder](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIIDecoder.cs

5.136 Crosstales.Radio.Tool.LoadIcon Class Reference

Loads an icon for a radio station or a record.

Static Public Member Functions

- static IEnumerator [Load](#) ([RadioStation](#) station)
Loads an icon for a station.
- static IEnumerator [Load](#) ([RecordInfo](#) record)
Loads an icon for a record.
- static IEnumerator **load** (string url, [RadioStation](#) station, [RecordInfo](#) record)

5.136.1 Detailed Description

Loads an icon for a radio station or a record.

5.136.2 Member Function Documentation

5.136.2.1 [Load\(\)](#) [1/2]

```
static IEnumerator Crosstales.Radio.Tool.LoadIcon.Load (  
    RadioStation station ) [static]
```

Loads an icon for a station.

Parameters

<i>station</i>	Station for the icon
----------------	----------------------

5.136.2.2 [Load\(\)](#) [2/2]

```
static IEnumerator Crosstales.Radio.Tool.LoadIcon.Load (  
    RecordInfo record ) [static]
```

Loads an icon for a record.

Parameters

<i>record</i>	Record for the icon
---------------	---------------------

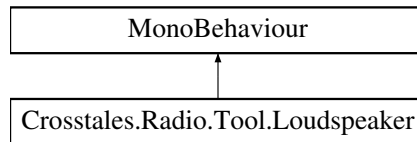
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/LoadIcon/Scripts/LoadIcon.cs

5.137 Crosstales.Radio.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for a player.

Inheritance diagram for Crosstales.Radio.Tool.Loudspeaker:



Properties

- [BasePlayer Player](#) [get, set]
Origin Player.
- bool [SilenceSource](#) [get, set]
Silence the origin.

5.137.1 Detailed Description

[Loudspeaker](#) for a player.

5.137.2 Property Documentation

5.137.2.1 Player

[BasePlayer](#) Crosstales.Radio.Tool.Loudspeaker.Player [get], [set]

Origin Player.

5.137.2.2 SilenceSource

bool Crosstales.Radio.Tool.Loudspeaker.SilenceSource [get], [set]

Silence the origin.

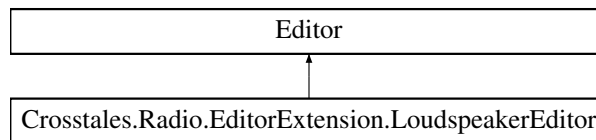
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Scripts/Loudspeaker.↔
cs

5.138 Crosstales.Radio.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.LoudspeakerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.138.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Editor/Loudspeaker↔ Editor.cs

5.139 Crosstales.Radio.EditorIntegration.LoudspeakerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.139.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Editor/Loudspeaker↔ GameObject.cs

5.140 Crosstales.Radio.EditorIntegration.LoudspeakerMenu Class Reference

Editor component for the "Tools"-menu.

5.140.1 Detailed Description

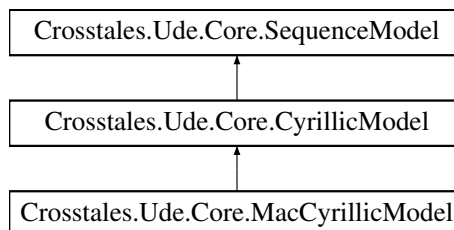
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Editor/LoudspeakerMenu.cs

5.141 Crosstales.Ude.Core.MacCyrillicModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.MacCyrillicModel:



Additional Inherited Members

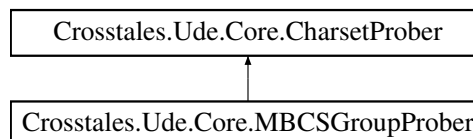
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangCyrillicModel.cs

5.142 Crosstales.Ude.Core.MBCSGroupProber Class Reference

Multi-byte charsets probers

Inheritance diagram for Crosstales.Ude.Core.MBCSGroupProber:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()

Additional Inherited Members

5.142.1 Detailed Description

Multi-byte charsets probers

5.142.2 Member Function Documentation

5.142.2.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.MBCSGroupProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.142.2.2 Reset()

```
override void Crosstales.Ude.Core.MBCSGroupProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↵
CSGroupProber.cs

5.143 Crosstales.NVorbis.Mdct Class Reference

Static Public Member Functions

- static void **ClearSetupCache** ()
- static void **Reverse** (float[] samples, int sampleCount)

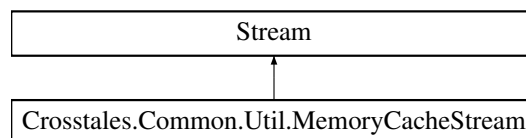
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Mdct.cs

5.144 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_KB](#), int max←→CacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_MB](#))
Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

Public Attributes

- override bool [CanRead](#) => true
Gets a flag flag that indicates if the stream is readable (always true).
- override bool [CanSeek](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool [CanWrite](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override long [Length](#) => length
Gets the current stream length.

Properties

- override long [Position](#) [get, set]
Gets or sets the current stream position.

5.144.1 Detailed Description

Memory cache stream.

5.144.2 Constructor & Destructor Documentation

5.144.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR\_KB,
    int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR\_MB )
```

Constructor with a specified cache size.

Parameters

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

5.144.3 Member Data Documentation

5.144.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.144.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.144.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.144.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

5.144.4 Property Documentation

5.144.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

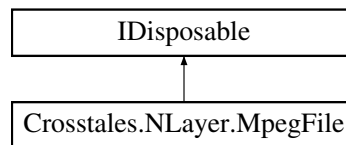
Gets or sets the current stream position.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Memory↔
CacheStream.cs

5.145 Crosstales.NLayer.MpegFile Class Reference

Inheritance diagram for Crosstales.NLayer.MpegFile:



Public Member Functions

- **MpegFile** (string fileName)
- **MpegFile** (Stream stream)
- void **Dispose** ()
- void **SetEQ** (float[] eq)
- int **ReadSamples** (byte[] buffer, int index, int count)
- int **ReadSamples** (float[] buffer, int index, int count)

Properties

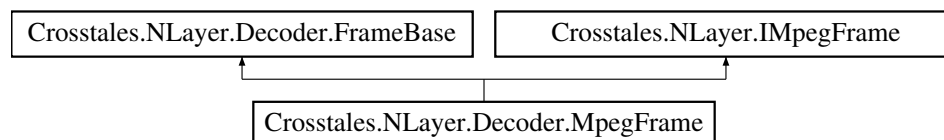
- int **SampleRate** [get]
- int **Channels** [get]
- bool **CanSeek** [get]
- long **Length** [get]
- TimeSpan **Duration** [get]
- long **Position** [get, set]
- TimeSpan **Time** [get, set]
- StereoMode **StereoMode** [get, set]

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Mpeg↔
File.cs

5.146 Crosstales.NLayer.Decoder.MpegFrame Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.MpegFrame:



Public Member Functions

- void **Reset** ()
Resets the bit reader so frames can be reused
- int **ReadBits** (int bitCount)
Provides sequential access to the bitstream in the frame (after the header and optional CRC)
- override string **ToString** ()

Protected Member Functions

- override int **Validate** ()
Called to validate the frame header

Properties

- int **FrameLength** [get]
- MpegVersion **Version** [get]
- MpegLayer **Layer** [get]
- bool **HasCrc** [get]
- int **BitRate** [get]
- int **BitRateIndex** [get]
- int **SampleRate** [get]
- int **SampleRateIndex** [get]
- MpegChannelMode **ChannelMode** [get]
- int **ChannelModeExtension** [get]
- bool **IsCopyrighted** [get]
- bool **IsCorrupted** [get]
- int **SampleCount** [get]

5.146.1 Member Function Documentation

5.146.1.1 ReadBits()

```
int Crosstales.NLayer.Decoder.MpegFrame.ReadBits (
    int bitCount )
```

Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Parameters

<i>bitCount</i>	The number of bits to read
-----------------	----------------------------

Returns

-1 if the end of the frame has been encountered, otherwise the bits requested

Implements [Crosstales.NLayer.IMpegFrame](#).

5.146.1.2 Reset()

```
void Crosstales.NLayer.Decoder.MpegFrame.Reset ( )
```

Resets the bit reader so frames can be reused

Implements [Crosstales.NLayer.IMpegFrame](#).

5.146.1.3 Validate()

```
override int Crosstales.NLayer.Decoder.MpegFrame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstales.NLayer.Decoder.FrameBase](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Mpeg↵
Frame.cs

5.147 Crosstales.NLayer.MpegFrameDecoder Class Reference

Public Member Functions

- void **SetEQ** (float[] eq)
- int **DecodeFrame** ([IMpegFrame](#) frame, byte[] dest, int destOffset)
- int **DecodeFrame** ([IMpegFrame](#) frame, float[] dest, int destOffset)
- void **Reset** ()

Properties

- StereoMode **StereoMode** [get, set]

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Mpeg↵
FrameDecoder.cs

5.148 Crosstales.NLayer.Decoder.MpegStreamReader Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Mpeg↵
StreamReader.cs

5.149 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509↵
Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain,
System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static string [GetIP](#) (string host)
Returns the IP of a given host name.

Static Protected Attributes

- const string **file_prefix** = "file://"
- const string **content_prefix** = "content://"

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.

5.149.1 Detailed Description

Base for various helper functions for networking.

5.149.2 Member Function Documentation

5.149.2.1 CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (  
    string url,  
    bool removeProtocol = true,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. http:// (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	Remove slash at the end (default: true, optional)

Returns

Clean URL

5.149.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (  
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.149.2.3 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.149.2.4 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

Parameters

<i>url</i>	URL to open
------------	-------------

Returns

True if the URL was valid.

5.149.2.5 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
    object sender,
```

```
System.Security.Cryptography.X509Certificates.X509Certificate certificate,  
System.Security.Cryptography.X509Certificates.X509Chain chain,  
System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.149.2.6 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.NetworkHelper.ValidURLFromFilePath (  
    string path ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.149.3 Property Documentation

5.149.3.1 isInternetAvailable

```
bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

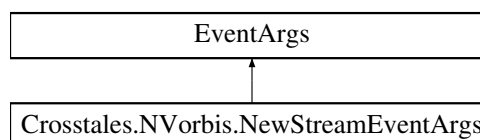
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Network↔
Helper.cs

5.150 Crosstales.NVorbis.NewStreamEventArgs Class Reference

Event data for when a new logical stream is found in a container.

Inheritance diagram for Crosstales.NVorbis.NewStreamEventArgs:



Public Member Functions

- [NewStreamEventArgs](#) ([IPacketProvider](#) packetProvider)
Creates a new instance of [NewStreamEventArgs](#) with the specified [IPacketProvider](#).

Properties

- [IPacketProvider](#) [PacketProvider](#) [get]
Gets new the [IPacketProvider](#) instance.
- bool [IgnoreStream](#) [get, set]
Gets or sets whether to ignore the logical stream associated with the packet provider.

5.150.1 Detailed Description

Event data for when a new logical stream is found in a container.

5.150.2 Constructor & Destructor Documentation

5.150.2.1 NewStreamEventArgs()

```
Crosstales.NVorbis.NewStreamEventArgs.NewStreamEventArgs (  
    IPacketProvider packetProvider )
```

Creates a new instance of [NewStreamEventArgs](#) with the specified [IPacketProvider](#).

Parameters

<i>packetProvider</i>	An IPacketProvider instance.
-----------------------	--

5.150.3 Property Documentation

5.150.3.1 IgnoreStream

```
bool Crosstales.NVorbis.NewStreamEventArgs.IgnoreStream [get], [set]
```

Gets or sets whether to ignore the logical stream associated with the packet provider.

5.150.3.2 PacketProvider

`IPacketProvider` `Crosstales.NVorbis.NewStreamEventArgs.PacketProvider` [get]

Gets new the `IPacketProvider` instance.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/NewStreamEventArgs.cs

5.151 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.151.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/NYCheck.cs

5.152 Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject Class Reference

Editor component for for adding the prefabs from 'OnRadio' in the "Hierarchy"-menu.

5.152.1 Detailed Description

Editor component for for adding the prefabs from 'OnRadio' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/OnRadioGameObject.cs

5.153 Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu Class Reference

Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu.

5.153.1 Detailed Description

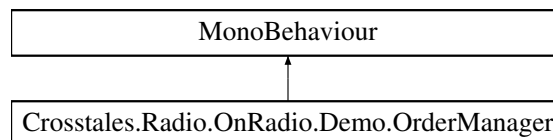
Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/OnRadioMenu.cs

5.154 Crosstales.Radio.OnRadio.Demo.OrderManager Class Reference

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.OrderManager:



Public Member Functions

- void **SwitchOrder** ()

Public Attributes

- [GUIOnRadio](#) [GuiOnRadio](#)
'GUIOnRadio' from the scene.
- GameObject [RecordPrefab](#)
Record prefab for the radio list.
- GameObject [StationPrefab](#)
Station prefab for the radio list.
- Text **ButtonText**

5.154.1 Member Data Documentation

5.154.1.1 GuiOnRadio

[GUIOnRadio](#) Crosstales.Radio.OnRadio.Demo.OrderManager.GuiOnRadio

'[GUIOnRadio](#)' from the scene.

5.154.1.2 RecordPrefab

`GameObject Crosstales.Radio.OnRadio.Demo.OrderManager.RecordPrefab`

Record prefab for the radio list.

5.154.1.3 StationPrefab

`GameObject Crosstales.Radio.OnRadio.Demo.OrderManager.StationPrefab`

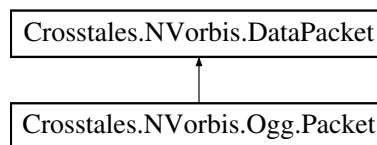
Station prefab for the radio list.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/OrderManager.cs`

5.155 Crosstales.NVorbis.Ogg.Packet Class Reference

Inheritance diagram for `Crosstales.NVorbis.Ogg.Packet`:



Public Member Functions

- override void `Done()`
Indicates that the packet has been read and its data is no longer needed.

Protected Member Functions

- override int `ReadNextByte()`
Reads the next byte of the packet.

Additional Inherited Members

5.155.1 Member Function Documentation

5.155.1.1 Done()

```
override void Crosstales.NVorbis.Ogg.Packet.Done ( ) [virtual]
```

Indicates that the packet has been read and its data is no longer needed.

Reimplemented from [Crosstales.NVorbis.DataPacket](#).

5.155.1.2 ReadNextByte()

```
override int Crosstales.NVorbis.Ogg.Packet.ReadNextByte ( ) [protected], [virtual]
```

Reads the next byte of the packet.

Returns

The next byte if available, otherwise -1.

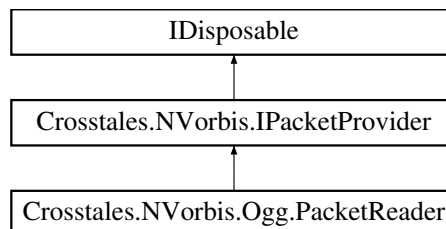
Implements [Crosstales.NVorbis.DataPacket](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↵
Ogg/OggPacket.cs

5.156 Crosstales.NVorbis.Ogg.PacketReader Class Reference

Inheritance diagram for Crosstales.NVorbis.Ogg.PacketReader:



Public Member Functions

- void **Dispose** ()
- [DataPacket](#) **GetNextPacket** ()
Retrieves the next packet in the stream.
- [DataPacket](#) **PeekNextPacket** ()
Retrieves the next packet in the stream but does not advance to the following packet.
- int **GetTotalPageCount** ()
Retrieves the total number of pages (or frames) this stream uses.
- [DataPacket](#) **GetPacket** (int packetIndex)
Retrieves the packet specified from the stream.
- [DataPacket](#) **FindPacket** (long granulePos, Func< [DataPacket](#), [DataPacket](#), int > packetGranuleCount↵
Callback)
Finds the packet index to the granule position specified in the current stream.
- void **SeekToPacket** ([DataPacket](#) packet, int preRoll)
Sets the next packet to be returned, applying a pre-roll as necessary.
- long **GetGranuleCount** ()
Retrieves the total number of granules in this Vorbis stream.

Properties

- int **StreamSerial** [get]
- long **ContainerBits** [get, set]
- bool **CanSeek** [get]

Events

- EventHandler< [ParameterChangeEventArgs](#) > **ParameterChange**

5.156.1 Member Function Documentation

5.156.1.1 FindPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.FindPacket (
    long granulePos,
    Func< DataPacket, DataPacket, int > packetGranuleCountCallback )
```

Finds the packet index to the granule position specified in the current stream.

Parameters

<i>granulePos</i>	The granule position to seek to.
<i>packetGranuleCountCallback</i>	A callback method that takes the current and previous packets and returns the number of granules in the current packet.

Returns

The index of the packet that includes the specified granule position or -1 if none found.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>granulePos</i> is less than 0 or is after the last granule.
------------------------------------	--

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.156.1.2 GetGranuleCount()

```
long Crosstales.NVorbis.Ogg.PacketReader.GetGranuleCount ( )
```

Retrieves the total number of granules in this Vorbis stream.

Returns

The number of samples

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-------------------

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.156.1.3 GetNextPacket()

[DataPacket](#) Crosstales.NVorbis.Ogg.PacketReader.GetNextPacket ()

Retrieves the next packet in the stream.

Returns

The next packet in the stream or `null` if no more packets.

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.156.1.4 GetPacket()

[DataPacket](#) Crosstales.NVorbis.Ogg.PacketReader.GetPacket (
int *packetIndex*)

Retrieves the packet specified from the stream.

Parameters

<i>packetIndex</i>	The index of the packet to retrieve.
--------------------	--------------------------------------

Returns

The specified packet.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>packetIndex</i> is less than 0 or past the end of the stream.
<i>InvalidOperationException</i>	CanSeek is False.

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.156.1.5 GetTotalPageCount()

```
int Crosstales.NVorbis.Ogg.PacketReader.GetTotalPageCount ( )
```

Retrieves the total number of pages (or frames) this stream uses.

Returns

The page count.

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-------------------

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.156.1.6 PeekNextPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.PeekNextPacket ( )
```

Retrieves the next packet in the stream but does not advance to the following packet.

Returns

The next packet in the stream or `null` if no more packets.

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.156.1.7 SeekToPacket()

```
void Crosstales.NVorbis.Ogg.PacketReader.SeekToPacket (
    DataPacket packet,
    int preRoll )
```

Sets the next packet to be returned, applying a pre-roll as necessary.

Parameters

<i>packet</i>	The packet to key from.
<i>preRoll</i>	The number of packets to return before the indicated packet.

Implements [Crosstales.NVorbis.IPacketProvider](#).

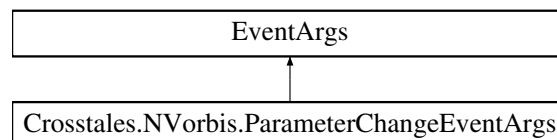
The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Ogg/OggPacketReader.cs](#)↔

5.157 Crosstales.NVorbis.ParameterChangeEventArgs Class Reference

Event data for when a logical stream has a parameter change.

Inheritance diagram for Crosstales.NVorbis.ParameterChangeEventArgs:



Public Member Functions

- [ParameterChangeEventArgs](#) ([DataPacket](#) firstPacket)
Creates a new instance of [ParameterChangeEventArgs](#).

Properties

- [DataPacket FirstPacket](#) [get]
Gets the first packet after the parameter change. This would typically be the parameters packet.

5.157.1 Detailed Description

Event data for when a logical stream has a parameter change.

5.157.2 Constructor & Destructor Documentation

5.157.2.1 ParameterChangeEventArgs()

```
Crosstales.NVorbis.ParameterChangeEventArgs.ParameterChangeEventArgs (  
    DataPacket firstPacket )
```

Creates a new instance of [ParameterChangeEventArgs](#).

Parameters

<i>firstPacket</i>	The first packet after the parameter change.
--------------------	--

5.157.3 Property Documentation

5.157.3.1 FirstPacket

`DataPacket` `Crosstales.NVorbis.ParameterChangeEventArgs.FirstPacket` [get]

Gets the first packet after the parameter change. This would typically be the parameters packet.

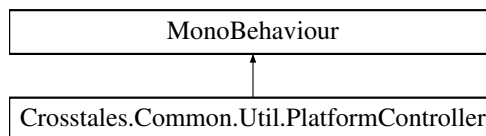
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Parameter↔
ChangeEventArgs.cs

5.158 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for `Crosstales.Common.Util.PlatformController`:



Public Attributes

- `System.Collections.Generic.List< Crosstales.Common.Model.Enum.Platform > Platforms`
Selected platforms for the controller.
- `bool Active = true`
summary> Selected objects for the controller.
- `GameObject[] Objects`
summary> Selected scripts for the controller.
- `MonoBehaviour[] Scripts`

Protected Member Functions

- `virtual void Awake ()`
- `void selectPlatform ()`
- `void activateGameObjects ()`
- `void activateScripts ()`

Protected Attributes

- `Crosstales.Common.Model.Enum.Platform currentPlatform`

5.158.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.158.2 Member Data Documentation

5.158.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.158.2.2 Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.158.2.3 Platforms

```
System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.Util.PlatformController.Platforms
```

Selected platforms for the controller.

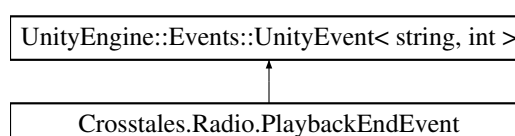
summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/PlatformController/Scripts/PlatformController.cs

5.159 Crosstales.Radio.PlaybackEndEvent Class Reference

Inheritance diagram for Crosstales.Radio.PlaybackEndEvent:

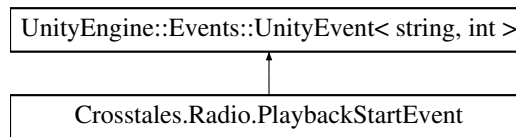


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.160 Crosstales.Radio.PlaybackStartEvent Class Reference

Inheritance diagram for Crosstales.Radio.PlaybackStartEvent:



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.161 Crosstales.Radio.OnRadio.Model.Play.Playlist Class Reference

[Model](#) of a station holder.

Public Member Functions

- override string **ToString** ()

Properties

- List< [Station](#) > **Station** [get, set]

5.161.1 Detailed Description

[Model](#) of a station holder.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Play/Playlist.cs

5.162 Crosstales.Radio.OnRadio.Model.Playlist Class Reference

[Model](#) of a playlist.

Public Member Functions

- override string **ToString** ()

Properties

- string **Callsign** [get, set]
- string **Station_id** [get, set]
- string **Genre** [get, set]
- string **Band** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Songstamp** [get, set]
- string **Seconds_remaining** [get, set]

5.162.1 Detailed Description

[Model](#) of a playlist.

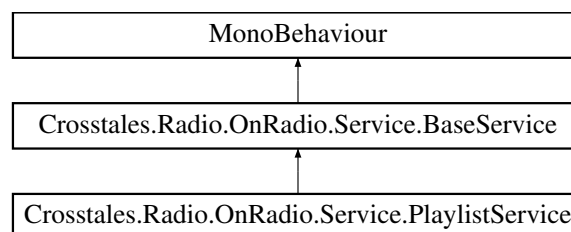
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/Playlist.cs

5.163 Crosstales.Radio.OnRadio.Service.PlaylistService Class Reference

Playlist service implementation.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.PlaylistService:



Public Attributes

- [QueryCompleteEvent](#) **OnQueryCompleted**

Protected Member Functions

- override IEnumerator **query** (string id)

Protected Attributes

- override [QueryCompleteEvent](#) **onQueryCompleted** => OnQueryCompleted

Properties

- string [Artist](#) [get, set]
Artist of the song
- string [Title](#) [get, set]
Title of the song.
- string [Callsign](#) [get, set]
Callsign of the radio station.
- [Crosstales.Radio.OnRadio.Model.Genre Genre](#) [get, set]
Genre of the radio station.
- string [City](#) [get, set]
City of the radio station.
- string [Country](#) [get, set]
Country of the radio station (ISO 3166-1, e.g. 'ch').
- string [Language](#) [get, set]
Language of the radio station (like 'german').
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Crosstales.Radio.OnRadio.Model.Play.Playlist Songs](#) [get]

Additional Inherited Members

5.163.1 Detailed Description

Playlist service implementation.

5.163.2 Property Documentation

5.163.2.1 Artist

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Artist [get], [set]
```

Artist of the song

5.163.2.2 Callsign

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Callsign [get], [set]
```

Callsign of the radio station.

5.163.2.3 City

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.City [get], [set]
```

City of the radio station.

5.163.2.4 Country

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Country [get], [set]
```

Country of the radio station (ISO 3166-1, e.g. 'ch').

5.163.2.5 Genre

```
Crosstales.Radio.OnRadio.Model.Genre Crosstales.Radio.OnRadio.Service.PlaylistService.Genre  
[get], [set]
```

Genre of the radio station.

5.163.2.6 International

```
bool Crosstales.Radio.OnRadio.Service.PlaylistService.International [get], [set]
```

Include non-US (international) stations.

5.163.2.7 Language

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Language [get], [set]
```

Language of the radio station (like 'german').

5.163.2.8 Limit

```
int Crosstales.Radio.OnRadio.Service.PlaylistService.Limit [get], [set]
```

Limit the number of results (range 1-50).

5.163.2.9 Title

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Title [get], [set]
```

Title of the song.

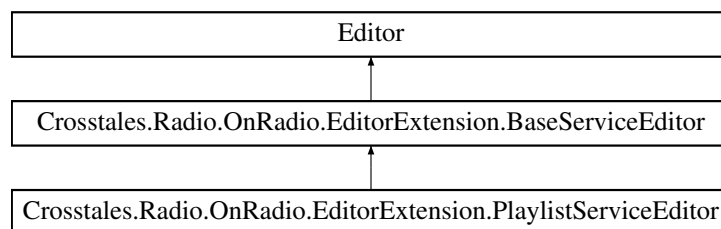
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/PlaylistService.cs

5.164 Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor Class Reference

Custom editor for the 'PlaylistService'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor:



Additional Inherited Members

5.164.1 Detailed Description

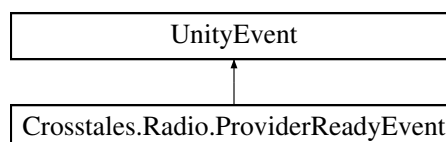
Custom editor for the 'PlaylistService'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/PlaylistServiceEditor.cs

5.165 Crosstales.Radio.ProviderReadyEvent Class Reference

Inheritance diagram for Crosstales.Radio.ProviderReadyEvent:

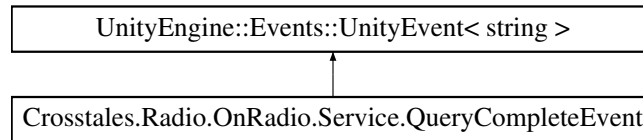


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.166 Crosstales.Radio.OnRadio.Service.QueryCompleteEvent Class Reference

Inheritance diagram for Crosstales.Radio.OnRadio.Service.QueryCompleteEvent:



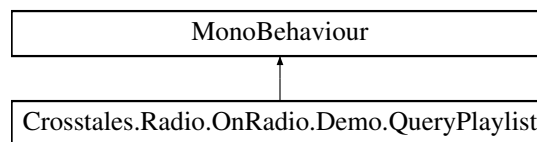
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/BaseService.cs

5.167 Crosstales.Radio.OnRadio.Demo.QueryPlaylist Class Reference

Query for the Playlist service.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.QueryPlaylist:



Public Member Functions

- void **Start** ()
- void **GenresDropdownChanged** (int index)
- void **SetArtist** (string artist)
- void **SetTitle** (string title)
- void **SetCallsign** (string call)
- void **SetCity** (string city)
- void **SetCountry** (string country)
- void **SetLanguage** (string lang)

Public Attributes

- [Crosstales.Radio.OnRadio.Service.PlaylistService](#) Service
'PlaylistService' from the scene.
- Dropdown **Genres**

5.167.1 Detailed Description

Query for the Playlist service.

5.167.2 Member Data Documentation

5.167.2.1 Service

`Crosstales.Radio.OnRadio.Service.PlaylistService` `Crosstales.Radio.OnRadio.Demo.QueryPlaylist.`↔
Service

'PlaylistService' from the scene.

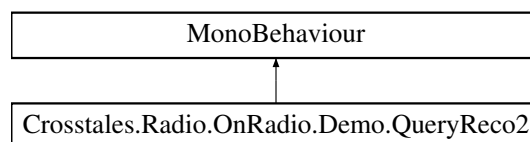
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔
Scripts/QueryPlaylist.cs

5.168 Crosstales.Radio.OnRadio.Demo.QueryReco2 Class Reference

Query for the Reco2 service.

Inheritance diagram for `Crosstales.Radio.OnRadio.Demo.QueryReco2`:



Public Member Functions

- void **SetArtist** (string artist)

Public Attributes

- `Crosstales.Radio.OnRadio.Service.Reco2Service` Service

'Reco2Service' from the scene.

5.168.1 Detailed Description

Query for the Reco2 service.

5.168.2 Member Data Documentation

5.168.2.1 Service

[Crosstales.Radio.OnRadio.Service.Reco2Service](#) `Crosstales.Radio.OnRadio.Demo.QueryReco2.Service`

'Reco2Service' from the scene.

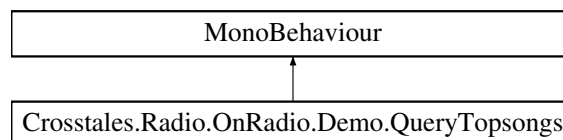
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/QueryReco2.cs

5.169 Crosstales.Radio.OnRadio.Demo.QueryTopsongs Class Reference

Query for the Topsongs service.

Inheritance diagram for `Crosstales.Radio.OnRadio.Demo.QueryTopsongs`:



Public Member Functions

- void **Start** ()
- void **GenresDropdownChanged** (int index)

Public Attributes

- [Crosstales.Radio.OnRadio.Service.TopsongsService](#) `Service`
'TopsongsService' from the scene.
- Dropdown **Genres**

5.169.1 Detailed Description

Query for the Topsongs service.

5.169.2 Member Data Documentation

5.169.2.1 Service

`Crosstales.Radio.OnRadio.Service.TopsongsService` `Crosstales.Radio.OnRadio.Demo.QueryTopsongs.`↔
Service

'TopsongsService' from the scene.

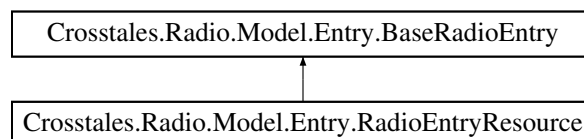
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔
Scripts/QueryTopsongs.cs

5.170 Crosstales.Radio.Model.Entry.RadioEntryResource Class Reference

[Model](#) for a Resource entry.

Inheritance diagram for `Crosstales.Radio.Model.Entry.RadioEntryResource`:



Public Member Functions

- [RadioEntryResource](#) ([BaseRadioEntry](#) entry, TextAsset resource, [DataFormatResource](#) dataFormat=`DataFormatResource.Text`, int readNumberOfStations=0)
Constructor for a [RadioEntryResource](#).
- override string **Tostring** ()

Public Attributes

- TextAsset [Resource](#)
Text-, M3U-, PLS- or Shoutcast/ID-file with the radios.
- [DataFormatResource](#) [DataFormat](#) = `DataFormatResource.Text`
Data format of the data with the radios (default: `DataFormatResource.Text`).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all))

Additional Inherited Members

5.170.1 Detailed Description

[Model](#) for a Resource entry.

5.170.2 Constructor & Destructor Documentation

5.170.2.1 RadioEntryResource()

```
Crosstales.Radio.Model.Entry.RadioEntryResource.RadioEntryResource (
    BaseRadioEntry entry,
    TextAsset resource,
    DataFormatResource dataFormat = DataFormatResource.Text,
    int readNumberOfStations = 0 )
```

Constructor for a [RadioEntryResource](#).

Parameters

<i>entry</i>	BaseRadioEntry as base.
<i>resource</i>	Text-, M3U-, PLS- or ShoutcastID-file with the radios.
<i>dataFormat</i>	Data format of the data with the radios (default: DataFormatResource.Text , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.170.3 Member Data Documentation

5.170.3.1 DataFormat

```
DataFormatResource Crosstales.Radio.Model.Entry.RadioEntryResource.DataFormat = DataFormatResource.Text
```

Data format of the data with the radios (default: [DataFormatResource.Text](#)).

5.170.3.2 ReadNumberOfStations

```
int Crosstales.Radio.Model.Entry.RadioEntryResource.ReadNumberOfStations
```

Reads only the given number of radio stations (default: : 0 (= all))

5.170.3.3 Resource

```
TextAsset Crosstales.Radio.Model.Entry.RadioEntryResource.Resource
```

Text-, M3U-, PLS- or ShoutcastID-file with the radios.

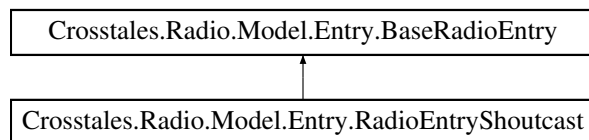
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/RadioEntryResource.cs

5.171 Crosstales.Radio.Model.Entry.RadioEntryShoutcast Class Reference

Model for a Shoutcast entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryShoutcast:



Public Member Functions

- [RadioEntryShoutcast](#) ([RadioStation](#) entry, string shoutcastID)
Constructor for a [RadioEntryShoutcast](#).
- override string **ToString** ()

Public Attributes

- string [ShoutcastID](#)
Shoutcast-ID for the radio.

Additional Inherited Members

5.171.1 Detailed Description

Model for a Shoutcast entry.

5.171.2 Constructor & Destructor Documentation

5.171.2.1 RadioEntryShoutcast()

```
Crosstales.Radio.Model.Entry.RadioEntryShoutcast.RadioEntryShoutcast (
    RadioStation entry,
    string shoutcastID )
```

Constructor for a [RadioEntryShoutcast](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>shoutcastID</i>	Shoutcast-ID from the radio station.

5.171.3 Member Data Documentation

5.171.3.1 ShoutcastID

```
string Crosstales.Radio.Model.Entry.RadioEntryShoutcast.ShoutcastID
```

Shoutcast-ID for the radio.

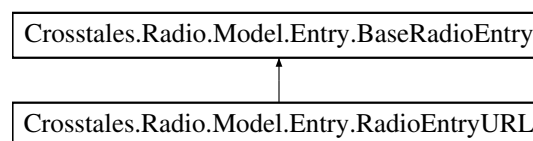
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/RadioEntryShoutcast.cs

5.172 Crosstales.Radio.Model.Entry.RadioEntryURL Class Reference

[Model](#) for an URL entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryURL:



Public Member Functions

- [RadioEntryURL](#) ([BaseRadioEntry](#) entry, string url, [DataFormatURL](#) dataFormat=[DataFormatURL.Stream](#), int readNumberOfStations=0)
Constructor for a [RadioEntryURL](#).
- [RadioEntryURL](#) ([RadioStation](#) entry, string url, [DataFormatURL](#) dataFormat=[DataFormatURL.Stream](#), int readNumberOfStations=0)
Constructor for a [RadioEntryURL](#).
- override string **Tostring** ()

Public Attributes

- string [URL](#)
URL (add the protocol-type ' [http://](#)', ' [file://](#)' etc.) with the radios.
- [URLPrefix Prefix](#) = [URLPrefix.None](#)
Prefixes for URLs, like ' [http://](#)' (default: [URLPrefix.None](#)).
- [DataFormatURL DataFormat](#) = [DataFormatURL.Stream](#)
Data format of the data with the radios (default: [DataFormatURL.Stream](#)).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all)).

Properties

- string [FinalURL](#) [get]
Returns the final URL including an optional prefix.

Additional Inherited Members

5.172.1 Detailed Description

[Model](#) for an URL entry.

5.172.2 Constructor & Destructor Documentation

5.172.2.1 RadioEntryURL() [1/2]

```
Crosstales.Radio.Model.Entry.RadioEntryURL.RadioEntryURL (  
    BaseRadioEntry entry,  
    string url,  
    DataFormatURL dataFormat = DataFormatURL.Stream,  
    int readNumberOfStations = 0 )
```

Constructor for a [RadioEntryURL](#).

Parameters

<i>entry</i>	BaseRadioEntry as base.
<i>url</i>	Stream-URL of the station.
<i>dataFormat</i>	Data format of the data with the radios (default: DataFormatURL.Stream , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.172.2.2 RadioEntryURL() [2/2]

```
Crosstales.Radio.Model.Entry.RadioEntryURL.RadioEntryURL (  
    RadioStation entry,  
    string url,  
    DataFormatURL dataFormat = DataFormatURL.Stream,  
    int readNumberOfStations = 0 )
```

Constructor for a [RadioEntryURL](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>url</i>	Stream-URL of the station.
<i>dataFormat</i>	Data format of the data with the radios (default: DataFormatURL.Stream , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.172.3 Member Data Documentation

5.172.3.1 DataFormat

`DataFormatURL` Crosstales.Radio.Model.Entry.RadioEntryURL.DataFormat = DataFormatURL.Stream

Data format of the data with the radios (default: DataFormatURL.Stream).

5.172.3.2 Prefix

`URLPrefix` Crosstales.Radio.Model.Entry.RadioEntryURL.Prefix = URLPrefix.None

Prefixes for URLs, like ' `http://`' (default: URLPrefix.None).

5.172.3.3 ReadNumberOfStations

`int` Crosstales.Radio.Model.Entry.RadioEntryURL.ReadNumberOfStations

Reads only the given number of radio stations (default: : 0 (= all)).

5.172.3.4 URL

`string` Crosstales.Radio.Model.Entry.RadioEntryURL.URL

URL (add the protocol-type ' `http://`', ' `file://`' etc.) with the radios.

5.172.4 Property Documentation

5.172.4.1 FinalURL

`string` Crosstales.Radio.Model.Entry.RadioEntryURL.FinalURL [get]

Returns the final URL including an optional prefix.

Returns

Final URL including an optional prefix.

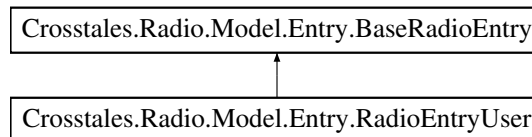
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/RadioEntryURL.cs

5.173 Crosstales.Radio.Model.Entry.RadioEntryUser Class Reference

[Model](#) for an User entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryUser:



Public Member Functions

- [RadioEntryUser](#) ([RadioStation](#) entry, string url)
Constructor for a [RadioEntryUser](#).
- override string **ToString** ()

Public Attributes

- TextAsset [Resource](#)
Text-, M3U or PLS-file with the radios.
- [DataFormatResource](#) [DataFormat](#) = DataFormatResource.Text
Data format of the data with the radios (default: DataFormatResource.Text).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all))
- bool [LoadOnlyOnce](#) = true
Loads the radio stations only once (default: true).
- string [Path](#)
Path to the text-file with the radios.
- [PathPrefix](#) [Prefix](#) = PathPrefix.None
Prefixes for the path (default: PathPrefix.None).

Properties

- string [FinalPath](#) [get]
Returns the final path including an optional prefix.

Additional Inherited Members

5.173.1 Detailed Description

[Model](#) for an User entry.

5.173.2 Constructor & Destructor Documentation

5.173.2.1 RadioEntryUser()

```
Crosstales.Radio.Model.Entry.RadioEntryUser.RadioEntryUser (
    RadioStation entry,
    string url )
```

Constructor for a [RadioEntryUser](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>url</i>	Stream-URL of the station.

5.173.3 Member Data Documentation

5.173.3.1 DataFormat

[DataFormatResource](#) Crosstales.Radio.Model.Entry.RadioEntryUser.DataFormat = DataFormatResource.[↩](#)
Text

Data format of the data with the radios (default: DataFormatResource.Text).

5.173.3.2 LoadOnlyOnce

bool Crosstales.Radio.Model.Entry.RadioEntryUser.LoadOnlyOnce = true

Loads the radio stations only once (default: true).

5.173.3.3 Path

string Crosstales.Radio.Model.Entry.RadioEntryUser.Path

Path to the text-file with the radios.

5.173.3.4 Prefix

[PathPrefix](#) Crosstales.Radio.Model.Entry.RadioEntryUser.Prefix = PathPrefix.None

Prefixes for the path (default: PathPrefix.None).

5.173.3.5 ReadNumberOfStations

int Crosstales.Radio.Model.Entry.RadioEntryUser.ReadNumberOfStations

Reads only the given number of radio stations (default: : 0 (= all))

5.173.3.6 Resource

TextAsset Crosstales.Radio.Model.Entry.RadioEntryUser.Resource

Text-, M3U or PLS-file with the radios.

5.173.4 Property Documentation

5.173.4.1 FinalPath

string Crosstales.Radio.Model.Entry.RadioEntryUser.FinalPath [get]

Returns the final path including an optional prefix.

Returns

Final path including an optional prefix.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/Radio↔EntryUser.cs

5.174 Crosstales.Radio.Model.RadioFilter Class Reference

Filter for radio stations.

Public Member Functions

- [RadioFilter](#) ()
Default-constructor for a [RadioFilter](#).
- [RadioFilter](#) ([RadioFilter](#) filter)
Clone-constructor for a [RadioFilter](#).
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string **Names** = string.Empty
Part of the radio names (callsigns).
- string **Urls** = string.Empty
Part of the radio URLs.
- string **Stations** = string.Empty
Part of the radio stations.
- string **Genres** = string.Empty
Part of the radio genres.
- string **Cities** = string.Empty
Part of the radio cities.
- string **Countries** = string.Empty
Part of the radio countries (ISO 3166-1, e.g. 'ch').
- string **Languages** = string.Empty
Part of the radio languages (like 'german').
- string **Format** = string.Empty
Part of the radio formats.
- bool **ExcludeUnsupportedCodecs** = true
Exclude radio stations with unsupported codecs (default: true).
- int **Limit**
Limit number of results (default: 0 = unlimited).
- bool **isFiltering**
Are filter parameters set and active?

Properties

- float **RatingMin** [get, set]
Minimal rating (range: 0-4.9).
- float **RatingMax** [get, set]
Maximal rating (range: 0.1-5).
- int **BitrateMin** [get, set]
Minimal bitrate in kbit/s (range: 32-499).
- int **BitrateMax** [get, set]
Maximal bitrate in kbit/s (range: 33-500).

5.174.1 Detailed Description

Filter for radio stations.

5.174.2 Constructor & Destructor Documentation

5.174.2.1 RadioFilter() [1/2]

```
Crosstales.Radio.Model.RadioFilter.RadioFilter ( )
```

Default-constructor for a [RadioFilter](#).

5.174.2.2 RadioFilter() [2/2]

```
Crosstales.Radio.Model.RadioFilter.RadioFilter (
    RadioFilter filter )
```

Clone-constructor for a [RadioFilter](#).

5.174.3 Member Data Documentation

5.174.3.1 Cities

```
string Crosstales.Radio.Model.RadioFilter.Cities = string.Empty
```

Part of the radio cities.

5.174.3.2 Countries

```
string Crosstales.Radio.Model.RadioFilter.Countries = string.Empty
```

Part of the radio countries (ISO 3166-1, e.g. 'ch').

5.174.3.3 ExcludeUnsupportedCodecs

```
bool Crosstales.Radio.Model.RadioFilter.ExcludeUnsupportedCodecs = true
```

Exclude radio stations with unsupported codecs (default: true).

5.174.3.4 Format

```
string Crosstales.Radio.Model.RadioFilter.Format = string.Empty
```

Part of the radio formats.

5.174.3.5 Genres

```
string Crosstales.Radio.Model.RadioFilter.Genres = string.Empty
```

Part of the radio genres.

5.174.3.6 isFiltering

```
bool Crosstales.Radio.Model.RadioFilter.isFiltering
```

Initial value:

```
=>
    !string.IsNullOrEmpty(Names) ||
    !string.IsNullOrEmpty(Urls) ||
    !string.IsNullOrEmpty(Stations) ||
    !string.IsNullOrEmpty(Genres) ||
    !string.IsNullOrEmpty(Cities) ||
    !string.IsNullOrEmpty(Countries) ||
    !string.IsNullOrEmpty(Languages) ||
    ratingMin > 0f ||
    ratingMax < 5f ||
    !string.IsNullOrEmpty(Format) ||
    bitrateMin > 32 ||
    bitrateMax < 500 ||
    Limit != 0 ||
    ExcludeUnsupportedCodecs
```

Are filter parameters set and active?

Returns

True if filter parameters are set and active.

5.174.3.7 Languages

```
string Crosstales.Radio.Model.RadioFilter.Languages = string.Empty
```

Part of the radio languages (like 'german').

5.174.3.8 Limit

```
int Crosstales.Radio.Model.RadioFilter.Limit
```

Limit number of results (default: 0 = unlimited).

5.174.3.9 Names

```
string Crosstales.Radio.Model.RadioFilter.Names = string.Empty
```

Part of the radio names (callsigns).

5.174.3.10 Stations

```
string Crosstales.Radio.Model.RadioFilter.Stations = string.Empty
```

Part of the radio stations.

5.174.3.11 Urls

```
string Crosstales.Radio.Model.RadioFilter.Urls = string.Empty
```

Part of the radio URLs.

5.174.4 Property Documentation

5.174.4.1 BitrateMax

```
int Crosstales.Radio.Model.RadioFilter.BitrateMax [get], [set]
```

Maximal bitrate in kbit/s (range: 33-500).

5.174.4.2 BitrateMin

```
int Crosstales.Radio.Model.RadioFilter.BitrateMin [get], [set]
```

Minimal bitrate in kbit/s (range: 32-499).

5.174.4.3 RatingMax

```
float Crosstales.Radio.Model.RadioFilter.RatingMax [get], [set]
```

Maximal rating (range: 0.1-5).

5.174.4.4 RatingMin

`float Crosstales.Radio.Model.RadioFilter.RatingMin [get], [set]`

Minimal rating (range: 0-4.9).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RadioFilter.cs

5.175 Crosstales.Radio.EditorIntegration.RadioGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.175.1 Detailed Description

Editor component for the "Hierarchy"-menu.

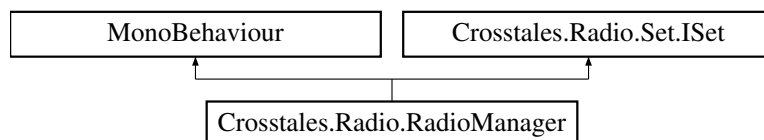
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Radio↵GameObject.cs

5.176 Crosstales.Radio.RadioManager Class Reference

Radio manager for multiple radio players.

Inheritance diagram for Crosstales.Radio.RadioManager:



Public Member Functions

- `System.Collections.Generic.List< RadioPlayer > GetPlayers` (bool random=false, [RadioFilter](#) filter=null)
Get all [RadioPlayer](#) for a given [RadioFilter](#).
- `int CountPlayers` ([RadioFilter](#) filter=null)
Count all [RadioPlayer](#) for a given [RadioFilter](#).
- `void PlayAll` ()
Play all radios of this manager at once.
- `RadioPlayer PlayerFromIndex` (bool random=false, int index=-1, [RadioFilter](#) filter=null)
[Radio](#) player from a given index (normal/random) from this manager.
- `RadioPlayer Next` (bool random=false, [RadioFilter](#) filter=null, bool stopAll=true, bool playImmediately=true)
Next (normal/random) radio from this manager.
- `RadioPlayer Previous` (bool random=false, [RadioFilter](#) filter=null, bool stopAll=true, bool playImmediately=true)
Previous (normal/random) radio from this manager.
- `void StopAll` (bool resetIndex)
Stops all radios of this manager at once.
- `void StopAll` ()
Stops all radios of this manager at once.
- `System.Collections.Generic.List< RadioPlayer > PlayersByName` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by name.
- `System.Collections.Generic.List< RadioPlayer > PlayersByURL` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by URL.
- `System.Collections.Generic.List< RadioPlayer > PlayersByFormat` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by audio format.
- `System.Collections.Generic.List< RadioPlayer > PlayersByStation` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by station.
- `System.Collections.Generic.List< RadioPlayer > PlayersByBitrate` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by bitrate.
- `System.Collections.Generic.List< RadioPlayer > PlayersByGenres` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by genres.
- `System.Collections.Generic.List< RadioPlayer > PlayersByRating` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by rating.
- `void RandomizePlayers` (bool resetIndex=true)
Randomize all radio players.
- `override string ToString` ()
- `System.Collections.Generic.List< RadioStation > GetStations` (bool random=false, [RadioFilter](#) filter=null)
Get all [RadioStation](#) for a given [RadioFilter](#).
- `int CountStations` ([RadioFilter](#) filter=null)
Count all [RadioStation](#) for a given [RadioFilter](#).
- `RadioStation StationFromIndex` (bool random=false, int index=-1, [RadioFilter](#) filter=null)
[Radio](#) station from a given index (normal/random) from this set.
- `RadioStation StationFromHashCode` (int hashCode)
[Radio](#) station from a hashcode from this set.
- `RadioStation NextStation` (bool random=false, [RadioFilter](#) filter=null)
Next (normal/random) radio station from this set.
- `RadioStation PreviousStation` (bool random=false, [RadioFilter](#) filter=null)
Previous (normal/random) radio station from this set.
- `System.Collections.Generic.List< RadioStation > StationsByName` (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by name.
- `System.Collections.Generic.List< RadioStation > StationsByURL` (bool desc=false, [RadioFilter](#) filter=null)

- Returns all radio stations of this set ordered by URL.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by cities.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by countries.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by languages.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by rating.
- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [RadioFilter](#) filter=null)
Saves all stations from this set as text-file with streams.
- void [RandomizeStations](#) (bool resetIndex=true)
Randomize all radio stations.

Public Attributes

- [RadioSet](#) [Set](#)
'Set' from the scene.
- [RadioFilter](#) [Filter](#)
Global RadioFilter (active if no explicit filter is given).
- bool [LoadOnStart](#)
Calls 'Load' on Start (default: false).
- bool [LoadOnStartInEditor](#)
Calls 'Load' on Start in Editor (default: false).
- bool [InstantiateRadioPlayers](#)
Instantiate [RadioPlayer](#) (default: false).
- GameObject [RadioPrefab](#)
Prefab of the [RadioPlayer](#).
- System.Collections.Generic.List< [RadioPlayer](#) > [Players](#) => players
List of all instantiated [RadioPlayer](#).
- [FilterChangeEvent](#) [OnFilterChanged](#)
- [StationsChangeEvent](#) [OnStationsChanged](#)
- [ProviderReadyEvent](#) [OnProviderReadyEvent](#)
- System.Collections.Generic.List< [RadioStation](#) > [Stations](#) => [Set](#) != null ? [Set](#).Stations : new System.Collections.Generic.List<[RadioStation](#)>()
- System.Collections.Generic.List< [RadioStation](#) > [RandomStations](#) => [Set](#) != null ? [Set](#).RandomStations : new System.Collections.Generic.List<[RadioStation](#)>()
- bool [isReady](#) => [Set](#) != null && [Set](#).isReady

Properties

- bool [isPlayback](#) [get]
Is any of the RadioPlayers in playback-mode?
- bool [isAudioPlaying](#) [get]
Is any of the RadioPlayers playing audio?
- bool [isBuffering](#) [get]
Is any of the RadioPlayers buffering?
- int? **CurrentStationIndex** [get, set]
- int? **CurrentRandomStationIndex** [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.

5.176.1 Detailed Description

[Radio](#) manager for multiple radio players.

5.176.2 Member Function Documentation

5.176.2.1 CountPlayers()

```
int Crosstales.Radio.RadioManager.CountPlayers (  
    RadioFilter filter = null )
```

Count all [RadioPlayer](#) for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio players (default: null, optional)
---------------	--

Returns

Number of all [RadioPlayer](#) for a given RadioFilter.

5.176.2.2 CountStations()

```
int Crosstales.Radio.RadioManager.CountStations (
    RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.3 GetPlayers()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.GetPlayers (
    bool random = false,
    RadioFilter filter = null )
```

Get all [RadioPlayer](#) for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioPlayer (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All [RadioPlayer](#) for a given RadioFilter.

5.176.2.4 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.5 Load()

```
void Crosstales.Radio.RadioManager.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.6 Next()

```
RadioPlayer Crosstales.Radio.RadioManager.Next (
    bool random = false,
    RadioFilter filter = null,
    bool stopAll = true,
    bool playImmediately = true )
```

Next (normal/random) radio from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)
<i>stopAll</i>	Stops all radios of this manager (default: true, optional)
<i>playImmediately</i>	Plays the radio (default: true, optional)

Returns

Next radio station.

5.176.2.7 NextStation()

```
RadioStation Crosstales.Radio.RadioManager.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.8 PlayAll()

```
void Crosstales.Radio.RadioManager.PlayAll ( )
```

Play all radios of this manager at once.

5.176.2.9 PlayerFromIndex()

```
RadioPlayer Crosstales.Radio.RadioManager.PlayerFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

[Radio](#) player from a given index (normal/random) from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>index</i>	Index of the radio player (default: -1, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

[Radio](#) player by index.

5.176.2.10 PlayersByBitrate()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByBitrate (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by bitrate.

5.176.2.11 PlayersByFormat()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByFormat (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by audio format.

5.176.2.12 PlayersByGenres()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by genre.

5.176.2.13 PlayersByName()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByName (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by name.

5.176.2.14 PlayersByRating()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by rating.

5.176.2.15 PlayersByStation()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByStation (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by station.

5.176.2.16 PlayersByURL()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by URL.

5.176.2.17 Previous()

```
RadioPlayer Crosstales.Radio.RadioManager.Previous (
    bool random = false,
    RadioFilter filter = null,
    bool stopAll = true,
    bool playImmediately = true )
```

Previous (normal/random) radio from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)
<i>stopAll</i>	Stops all radios of this manager (default: true, optional)
<i>playImmediately</i>	Plays the radio (default: true, optional)

Returns

Previous radio station.

5.176.2.18 PreviousStation()

```
RadioStation Crosstales.Radio.RadioManager.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.19 RandomizePlayers()

```
void Crosstales.Radio.RadioManager.RandomizePlayers (
    bool resetIndex = true )
```

Randomize all radio players.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

5.176.2.20 RandomizeStations()

```
void Crosstales.Radio.RadioManager.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.21 Save()

```
void Crosstales.Radio.RadioManager.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.22 StationFromHashCode()

```
RadioStation Crosstales.Radio.RadioManager.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.23 StationFromIndex()

```
RadioStation Crosstales.Radio.RadioManager.StationFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.24 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByBitrate  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.25 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByCities (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.26 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByCountries  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.27 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByFormat (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.28 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByGenres (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.29 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByLanguages  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.30 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByName (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.31 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.32 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByStation
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.33 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.176.2.34 StopAll() [1/2]

```
void Crosstales.Radio.RadioManager.StopAll ( )
```

Stops all radios of this manager at once.

5.176.2.35 StopAll() [2/2]

```
void Crosstales.Radio.RadioManager.StopAll (
    bool resetIndex )
```

Stops all radios of this manager at once.

Parameters

<i>resetIndex</i>	Reset the index of the radio stations (default: false)
-------------------	--

5.176.3 Member Data Documentation

5.176.3.1 Filter

[RadioFilter](#) Crosstales.Radio.RadioManager.Filter

Global RadioFilter (active if no explicit filter is given).

5.176.3.2 InstantiateRadioPlayers

```
bool Crosstales.Radio.RadioManager.InstantiateRadioPlayers
```

Instantiate [RadioPlayer](#) (default: false).

5.176.3.3 LoadOnStart

```
bool Crosstales.Radio.RadioManager.LoadOnStart
```

Calls 'Load' on Start (default: false).

5.176.3.4 LoadOnStartInEditor

```
bool Crosstales.Radio.RadioManager.LoadOnStartInEditor
```

Calls 'Load' on Start in Editor (default: false).

5.176.3.5 Players

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.Players => players
```

List of all instantiated [RadioPlayer](#).

5.176.3.6 RadioPrefab

```
GameObject Crosstales.Radio.RadioManager.RadioPrefab
```

Prefab of the [RadioPlayer](#).

5.176.3.7 Set

```
RadioSet Crosstales.Radio.RadioManager.Set
```

'Set' from the scene.

5.176.4 Property Documentation

5.176.4.1 isAudioPlaying

```
bool Crosstales.Radio.RadioManager.isAudioPlaying [get]
```

Is any of the RadioPlayers playing audio?

Returns

True if any of the RadioPlayers is playing audio.

5.176.4.2 isBuffering

```
bool Crosstales.Radio.RadioManager.isBuffering [get]
```

Is any of the RadioPlayers buffering?

Returns

True if any of the RadioPlayers is buffering.

5.176.4.3 isPlayback

```
bool Crosstales.Radio.RadioManager.isPlayback [get]
```

Is any of the RadioPlayers in playback-mode?

Returns

True if any of the RadioPlayers is in playback-mode.

5.176.5 Event Documentation

5.176.5.1 OnFilterChange

```
FilterChange Crosstales.Radio.RadioManager.OnFilterChange
```

An event triggered whenever the filter changes.

5.176.5.2 OnProviderReady

ProviderReady Crosstales.Radio.RadioManager.OnProviderReady

An event triggered whenever all providers are ready.

5.176.5.3 OnStationsChange

StationsChange Crosstales.Radio.RadioManager.OnStationsChange

An event triggered whenever the stations change.

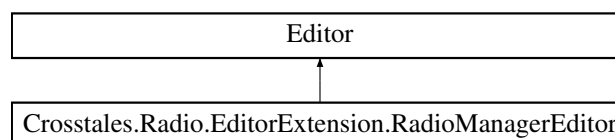
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/RadioManager.cs

5.177 Crosstales.Radio.EditorExtension.RadioManagerEditor Class Reference

Custom editor for the 'RadioPlayer'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioManagerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.177.1 Detailed Description

Custom editor for the 'RadioPlayer'-class.

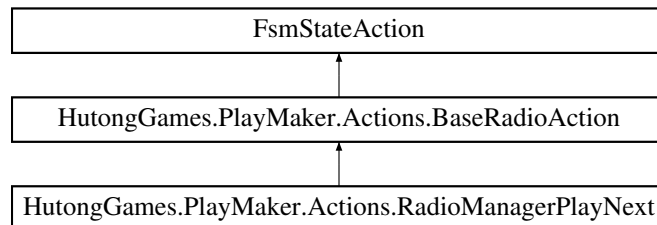
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioManagerEditor.cs

5.178 HutongGames.PlayMaker.Actions.RadioManagerPlayNext Class Reference

PlayNext-action for RadioManager in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioManagerPlayNext:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.RadioManager](#) `RadioManager`
Add a RadioManager (default: first object in scene).
- FsmBool `PlayRandom` = false
Play next radio station in random order (default: false).

5.178.1 Detailed Description

PlayNext-action for RadioManager in [PlayMaker](#).

5.178.2 Member Data Documentation

5.178.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayNext.PlayRandom = false
```

Play next radio station in random order (default: false).

5.178.2.2 RadioManager

[Crosstales.Radio.RadioManager](#) `HutongGames.PlayMaker.Actions.RadioManagerPlayNext.RadioManager`

Add a RadioManager (default: first object in scene).

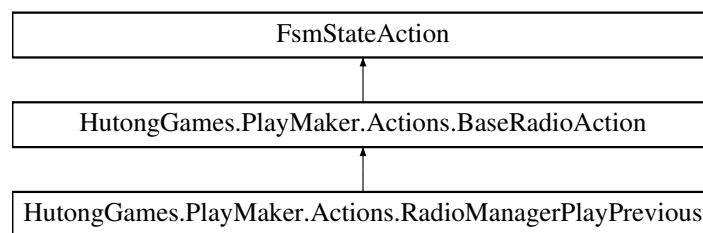
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayNext.cs`

5.179 HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious Class Reference

PlayPrevious-action for RadioManager in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.RadioManager](#) `RadioManager`
Add a RadioManager (default: random manager in scene).
- FsmBool `PlayRandom` = false
Play previous radio station in random order (default: false).

5.179.1 Detailed Description

PlayPrevious-action for RadioManager in [PlayMaker](#).

5.179.2 Member Data Documentation

5.179.2.1 PlayRandom

`FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.PlayRandom = false`

Play previous radio station in random order (default: false).

5.179.2.2 RadioManager

`Crosstales.Radio.RadioManager` `HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.RadioManager`

Add a RadioManager (default: random manager in scene).

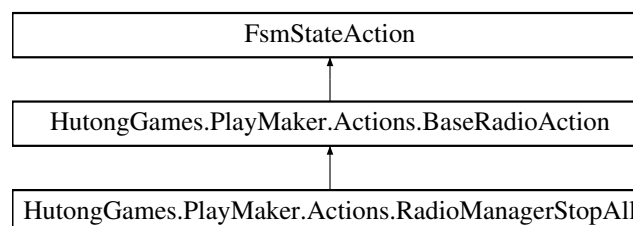
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayPrevious.cs`

5.180 HutongGames.PlayMaker.Actions.RadioManagerStopAll Class Reference

StopAll-action for RadioManager in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioManagerStopAll:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- [Crosstales.Radio.RadioManager](#) `RadioManager`
Add a RadioManager (default: random manager in scene).

5.180.1 Detailed Description

StopAll-action for RadioManager in [PlayMaker](#).

5.180.2 Member Data Documentation

5.180.2.1 RadioManager

[Crosstales.Radio.RadioManager](#) `HutongGames.PlayMaker.Actions.RadioManagerStopAll.RadioManager`

Add a RadioManager (default: random manager in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/RadioManagerStopAll.cs

5.181 Crosstales.Radio.EditorIntegration.RadioMenu Class Reference

Editor component for the "Tools"-menu.

5.181.1 Detailed Description

Editor component for the "Tools"-menu.

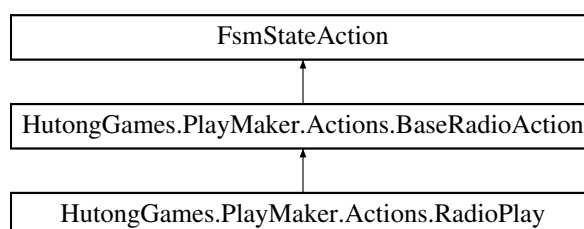
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Radio↔ Menu.cs

5.182 HutongGames.PlayMaker.Actions.RadioPlay Class Reference

Play-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioPlay:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString **RadioName** = string.Empty
Name of the radio station.
- FsmString **Url** = string.Empty
Streaming-URL of the station.
- FsmString **Station** = string.Empty
Name of the station.
- FsmInt **Bitrate** = **Crosstales.Radio.Util.Config.DEFAULT_BITRATE**
Bitrate in kbit/s (default: 128).
- FsmInt **ChunkSize** = **Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE**
Size of the streaming-chunk in KB (default: 32).
- FsmInt **BufferSize** = **Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE**
Size of the local buffer in KB (default: 48).
- FsmInt **CacheStreamSize** = **Crosstales.Radio.Util.Config.DEFAULT_CACHESTREAMSIZE**
Size of cache stream in KB (default: 1024).
- **Crosstales.Radio.RadioPlayer** **RadioPlayer**
Add a RadioPlayer (default: random player in scene).

5.182.1 Detailed Description

Play-action for [PlayMaker](#).

5.182.2 Member Data Documentation

5.182.2.1 Bitrate

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.Bitrate = Crosstales.Radio.Util.Config.DEFAULT_BITRATE
```

Bitrate in kbit/s (default: 128).

5.182.2.2 BufferSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.BufferSize = Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE
```

Size of the local buffer in KB (default: 48).

5.182.2.3 CacheStreamSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.CacheStreamSize = Crosstales.Radio.Util.Config.DEFAULT_CACHESIZE
```

Size of cache stream in KB (default: 1024).

5.182.2.4 ChunkSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.ChunkSize = Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE
```

Size of the streaming-chunk in KB (default: 32).

5.182.2.5 RadioName

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.RadioName = string.Empty
```

Name of the radio station.

5.182.2.6 RadioPlayer

```
Crosstales.Radio.RadioPlayer HutongGames.PlayMaker.Actions.RadioPlay.RadioPlayer
```

Add a RadioPlayer (default: random player in scene).

5.182.2.7 Station

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Station = string.Empty
```

Name of the station.

5.182.2.8 Url

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Url = string.Empty
```

Streaming-URL of the station.

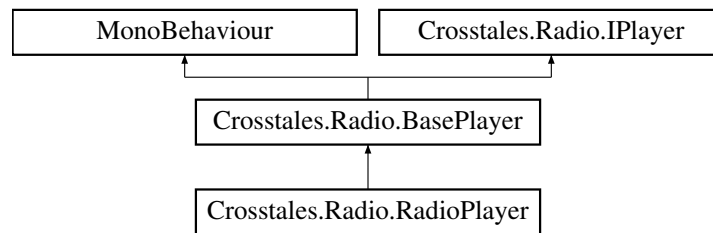
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/RadioPlay.cs

5.183 Crosstales.Radio.RadioPlayer Class Reference

Player for a radio station.

Inheritance diagram for Crosstales.Radio.RadioPlayer:



Public Member Functions

- override void **Play** ()
Plays the radio-station.
- override void **Stop** ()
Stops the playback of the radio-station.
- override void **Restart** (float invokeDelay=Constants.INVOKE_DELAY)
Restarts the playback of the radio-station.
- virtual string **ToShortString** ()
- void **Load** ()
Loads the [RadioPlayer](#).
- void **Save** ()
Saves the [RadioPlayer](#).
- override void **Mute** ()
Mute the playback of the record.
- override void **UnMute** ()
Unmute the playback of the record.
- override string **ToString** ()
- virtual void **PlayInEditor** (int channels=2, int sampleRate=44100)
Plays the radio-station (Editor only).

Public Attributes

- override bool **isPlayback** => playback
- override bool **isAudioPlaying** => playback && !isBuffering
- override bool **isBuffering** => !bufferAvailable
- override [RecordInfo](#) **RecordInfo** => recordInfo
- override [RecordInfo](#) **NextRecordInfo** => nextRecordInfo
- override float **NextRecordDelay** => nextRecordDelay
- override long **CurrentBufferSize** => ms != null ? ms.Length - ms.Position : 0
- override long **CurrentDownloadSpeed** => ms != null && PlayTime > 0f ? (long)(ms.Length / PlayTime) : 0
- override int **Channels** => station?.Channels ?? 0
- override int **SampleRate** => station?.SampleRate ?? 0
- [PlaybackStartEvent](#) **OnPlaybackStarted**
- [BufferingStartEvent](#) **OnBufferingStarted**
- [BufferingEndEvent](#) **OnBufferingEnded**
- [AudioStartEvent](#) **OnAudioStarted**
- [AudioEndEvent](#) **OnAudioEnded**
- [PlaybackEndEvent](#) **OnPlaybackEnded**
- [RecordChangeEvent](#) **OnRecordChanged**
- [ErrorEvent](#) **OnError**

Protected Member Functions

- override void **onPlaybackStart** ([RadioStation](#) _station)
- override void **onPlaybackEnd** ([RadioStation](#) _station)
- override void **onBufferingStart** ([RadioStation](#) _station)
- override void **onBufferingEnd** ([RadioStation](#) _station)
- override void **onAudioStart** ([RadioStation](#) _station)
- override void **onAudioEnd** ([RadioStation](#) _station)
- override void **onErrorInfo** ([RadioStation](#) _station, string info)
- override void **onRecordChange** ([RadioStation](#) _station, [RecordInfo](#) newRecord)
- override void **onRecordPlayTimeUpdate** ([RadioStation](#) _station, [RecordInfo](#) record, float playtime)
- override void **onNextRecordChange** ([RadioStation](#) _station, [RecordInfo](#) nextRecord, float _delay)
- override void **onNextRecordDelayUpdate** ([RadioStation](#) _station, [RecordInfo](#) nextRecord, float _delay)

Protected Attributes

- [NAudio.Wave.Mp3FileReader](#) **nAudioReader**
- [NVorbis.VorbisReader](#) **nVorbisReader**
- [NLayer.MpegFile](#) **nLayerReader**
- bool **stopped** = true
- bool **bufferAvailable**
- bool **playback**
- override [PlaybackStartEvent](#) **onPlaybackStarted** => OnPlaybackStarted
- override [PlaybackEndEvent](#) **onPlaybackEnded** => OnPlaybackEnded
- override [RecordChangeEvent](#) **onRecordChanged** => OnRecordChanged
- override [BufferingStartEvent](#) **onBufferingStarted** => OnBufferingStarted
- override [BufferingEndEvent](#) **onBufferingEnded** => OnBufferingEnded
- override [AudioStartEvent](#) **onAudioStarted** => OnAudioStarted
- override [AudioEndEvent](#) **onAudioEnded** => OnAudioEnded
- override [ErrorEvent](#) **onError** => OnError

Properties

- static [RadioPlayer](#) **Instance** [get]
Returns the singleton instance of this class.
- override [RadioStation](#) **Station** [get, set]
- bool **PlayOnStart** [get, set]
Play the [RadioPlayer](#) on start on/off.
- float **Delay** [get, set]
Delay in seconds until the [RadioPlayer](#) starts playing.
- override bool **HandleFocus** [get, set]
- override int? **CacheStreamSize** [get, set]
- override bool **LegacyMode** [get, set]
- override bool **CaptureDataStream** [get, set]
- override [AudioSource](#) **Source** [get, protected set]
- override [AudioCodec](#) **Codec** [get, protected set]
- override float **PlayTime** [get, protected set]
- override float **BufferProgress** [get, protected set]
- override float **RecordPlayTime** [get, protected set]
- override [Crosstales.Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- override float? **Volume** [get, set]
- override float? **Pitch** [get, set]
- override float? **StereoPan** [get, set]
- override bool **isMuted** [get, set]

Additional Inherited Members

5.183.1 Detailed Description

Player for a radio station.

5.183.2 Member Function Documentation

5.183.2.1 Load()

```
void Crosstales.Radio.RadioPlayer.Load ( )
```

Loads the [RadioPlayer](#).

5.183.2.2 Mute()

```
override void Crosstales.Radio.RadioPlayer.Mute ( ) [virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.183.2.3 Play()

```
override void Crosstales.Radio.RadioPlayer.Play ( ) [virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.183.2.4 PlayInEditor()

```
virtual void Crosstales.Radio.RadioPlayer.PlayInEditor (
    int channels = 2,
    int sampleRate = 44100 ) [virtual]
```

Plays the radio-station (Editor only).

Parameters

<i>channels</i>	Number of audio channels (default: 2, optional)
<i>sampleRate</i>	Sample rate of the audio (default: 44100, optional)

5.183.2.5 Restart()

```
override void Crosstales.Radio.RadioPlayer.Restart (
    float invokeDelay = Constants.INVOKE_DELAY ) [virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.BasePlayer](#).

5.183.2.6 Save()

```
void Crosstales.Radio.RadioPlayer.Save ( )
```

Saves the [RadioPlayer](#).

5.183.2.7 Stop()

```
override void Crosstales.Radio.RadioPlayer.Stop ( ) [virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.183.2.8 UnMute()

```
override void Crosstales.Radio.RadioPlayer.UnMute ( ) [virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.183.3 Property Documentation

5.183.3.1 Delay

`float Crosstales.Radio.RadioPlayer.Delay [get], [set]`

Delay in seconds until the [RadioPlayer](#) starts playing.

5.183.3.2 Instance

`RadioPlayer Crosstales.Radio.RadioPlayer.Instance [static], [get]`

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

5.183.3.3 PlayOnStart

`bool Crosstales.Radio.RadioPlayer.PlayOnStart [get], [set]`

Play the [RadioPlayer](#) on start on/off.

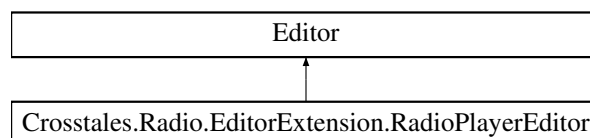
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/RadioPlayer.cs

5.184 Crosstales.Radio.EditorExtension.RadioPlayerEditor Class Reference

Custom editor for the '[RadioPlayer](#)'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioPlayerEditor:



Public Member Functions

- delegate void **StopPlayback** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Events

- static StopPlayback **OnStopPlayback**

5.184.1 Detailed Description

Custom editor for the 'RadioPlayer'-class.

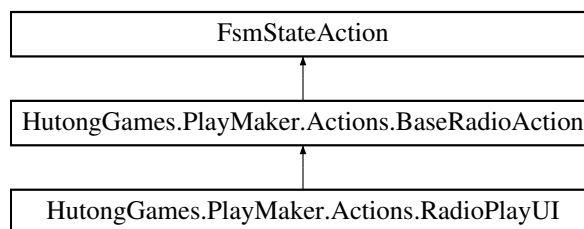
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioPlayerEditor.cs

5.185 HutongGames.PlayMaker.Actions.RadioPlayUI Class Reference

PlayUI-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioPlayUI:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- InputField [RadioName](#)
Name of the radio station.
- InputField [Url](#)
Streaming-URL of the station.
- InputField [Station](#)
Name of the station.
- [Crosstales.Radio.RadioPlayer](#) [RadioPlayer](#)
Add a RadioPlayer (default: random player in scene).

5.185.1 Detailed Description

PlayUI-action for [PlayMaker](#).

5.185.2 Member Data Documentation

5.185.2.1 RadioName

InputField HutongGames.PlayMaker.Actions.RadioPlayUI.RadioName

Name of the radio station.

5.185.2.2 RadioPlayer

[Crosstales.Radio.RadioPlayer](#) HutongGames.PlayMaker.Actions.RadioPlayUI.RadioPlayer

Add a RadioPlayer (default: random player in scene).

5.185.2.3 Station

InputField HutongGames.PlayMaker.Actions.RadioPlayUI.Station

Name of the station.

5.185.2.4 Url

InputField HutongGames.PlayMaker.Actions.RadioPlayUI.Url

Streaming-URL of the station.

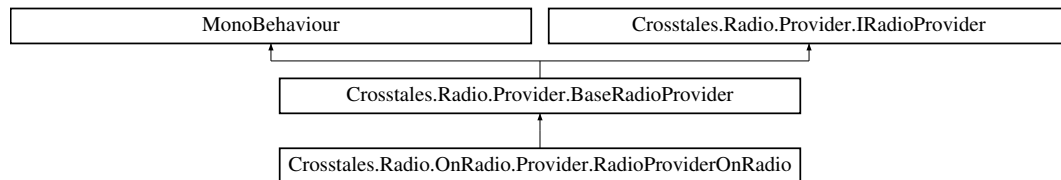
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/RadioPlayUI.cs

5.186 Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio Class Reference

[Provider](#) for [OnRadio](#) service results.

Inheritance diagram for Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio:



Public Member Functions

- override void [Load](#) ()
Loads all stations from this provider.

Public Attributes

- [Crosstales.Radio.OnRadio.Service.BaseService\[\] Services](#)
OnRadio services from the scene.
- override System.Collections.Generic.List< [Crosstales.Radio.Model.Entry.BaseRadioEntry](#) > **RadioEntries**
=> new System.Collections.Generic.List<[Crosstales.Radio.Model.Entry.BaseRadioEntry](#)>()
- override bool **isReady** => ready
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Additional Inherited Members

5.186.1 Detailed Description

[Provider](#) for [OnRadio](#) service results.

5.186.2 Member Function Documentation

5.186.2.1 Load()

```
override void Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio.Load ( ) [virtual]
```

Loads all stations from this provider.

Reimplemented from [Crosstales.Radio.Provider.BaseRadioProvider](#).

5.186.3 Member Data Documentation

5.186.3.1 Services

```
Crosstales.Radio.OnRadio.Service.BaseService [ ] Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio.Services
```

[OnRadio](#) services from the scene.

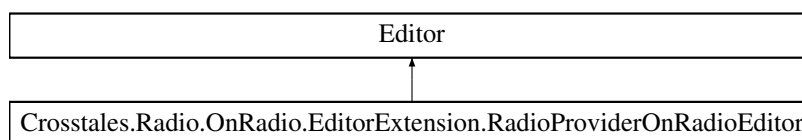
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Provider/RadioProviderOnRadio.cs

5.187 Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor Class Reference

Custom editor for the 'RadioProviderOnRadio'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor:



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.187.1 Detailed Description

Custom editor for the 'RadioProviderOnRadio'-class.

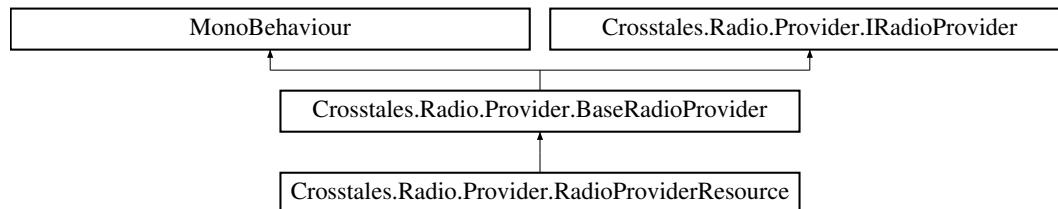
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/RadioProviderOnRadioEditor.cs

5.188 Crosstales.Radio.Provider.RadioProviderResource Class Reference

[Provider](#) for resources of radio stations in various formats.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderResource:



Public Attributes

- override System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** => Entries.Cast<[BaseRadioEntry](#)>().To←
List()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [RadioEntryResource](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.188.1 Detailed Description

[Provider](#) for resources of radio stations in various formats.

5.188.2 Property Documentation

5.188.2.1 Entries

```
System.Collections.Generic.List<RadioEntryResource> Crosstales.Radio.Provider.RadioProviderResource.Entries [get]
```

All source radio station entries.

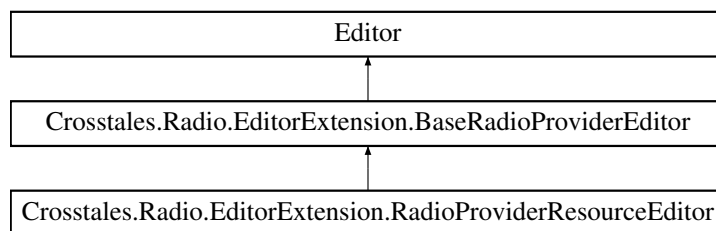
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/RadioProviderResource.cs

5.189 Crosstales.Radio.EditorExtension.RadioProviderResourceEditor Class Reference

Custom editor for the 'RadioProviderResource'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderResourceEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

5.189.1 Detailed Description

Custom editor for the 'RadioProviderResource'-class.

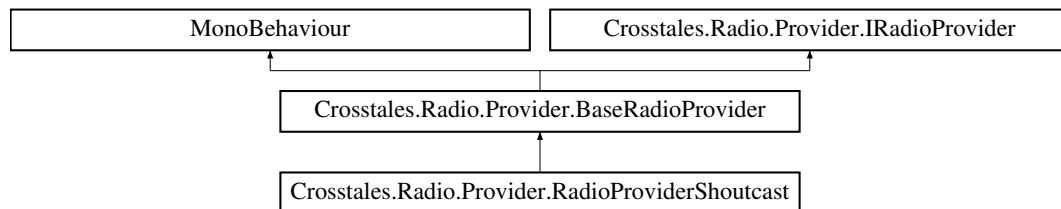
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioProviderResourceEditor.cs

5.190 Crosstales.Radio.Provider.RadioProviderShoutcast Class Reference

[Provider](#) for Shoutcast-based radio stations.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderShoutcast:



Public Attributes

- override System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** => Entries.Cast<[BaseRadioEntry](#)>().To←
List()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [RadioEntryShoutcast](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.190.1 Detailed Description

[Provider](#) for Shoutcast-based radio stations.

5.190.2 Property Documentation

5.190.2.1 Entries

```
System.Collections.Generic.List<RadioEntryShoutcast> Crosstales.Radio.Provider.RadioProviderShoutcast.Entries [get]
```

All source radio station entries.

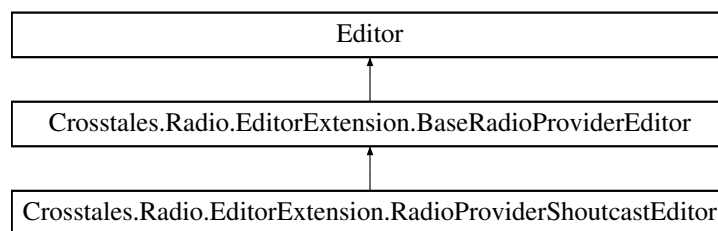
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/RadioProviderShoutcast.cs

5.191 Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor Class Reference

Custom editor for the 'RadioProviderShoutcast'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

5.191.1 Detailed Description

Custom editor for the 'RadioProviderShoutcast'-class.

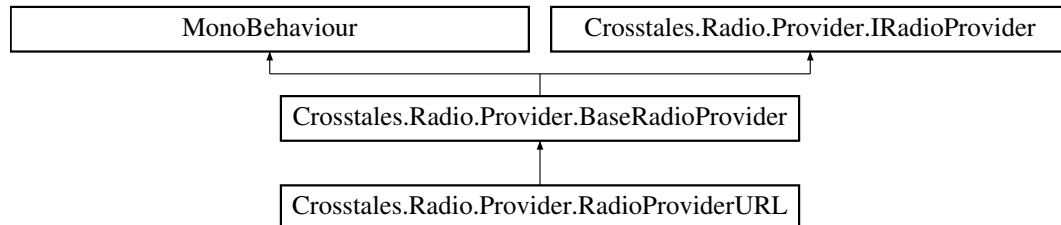
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioProviderShoutcastEditor.cs

5.192 Crosstales.Radio.Provider.RadioProviderURL Class Reference

[Provider](#) for URLs of radio stations in various formats.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderURL:



Public Attributes

- override System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** => Entries.Cast<[BaseRadioEntry](#)>().To←→List()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [RadioEntryURL](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.192.1 Detailed Description

[Provider](#) for URLs of radio stations in various formats.

5.192.2 Property Documentation

5.192.2.1 Entries

```
System.Collections.Generic.List<RadioEntryURL> Crosstales.Radio.Provider.RadioProviderURL.↔
Entries [get]
```

All source radio station entries.

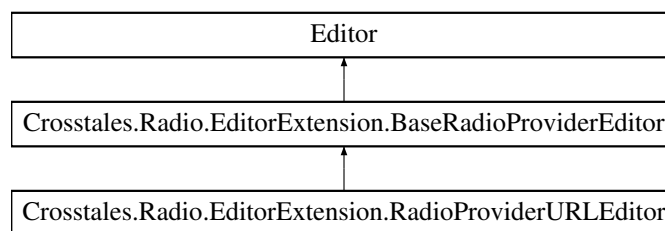
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/Radio↔
ProviderURL.cs

5.193 Crosstales.Radio.EditorExtension.RadioProviderURLEditor Class Reference

Custom editor for the 'RadioProviderURL'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderURLEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

5.193.1 Detailed Description

Custom editor for the 'RadioProviderURL'-class.

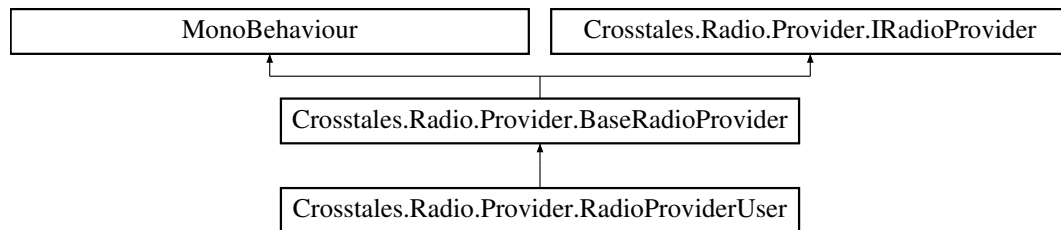
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/Radio↔
ProviderURLEditor.cs

5.194 Crosstales.Radio.Provider.RadioProviderUser Class Reference

Provider for users of **Radio**. This enables the possibility to manage the desired stations with a given initial set of stations.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderUser:



Public Member Functions

- void **Delete** ()
Deletes the user text-file.
- void **ShowFile** ()
Shows the location of the user text-file in OS file browser.
- void **EditFile** ()
Edits the user text-file with the OS default application.

Public Attributes

- override System.Collections.Generic.List< **BaseRadioEntry** > **RadioEntries** => new System.Collections.Generic.List< **BaseRadioEntry** > { **Entry** }
- **StationsChangeEvent** **OnStationsChanged**
- **ProviderReadyEvent** **OnProviderReadyEvent**

Protected Member Functions

- override void **OnValidate** ()
- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override **StationsChangeEvent** **onStationsChanged** => OnStationsChanged
- override **ProviderReadyEvent** **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- bool **SaveOnDisable** [get, set]
Call 'Save' OnDisable.
- **RadioEntryUser** **Entry** [get]
User radio station entry.

Additional Inherited Members

5.194.1 Detailed Description

[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

5.194.2 Member Function Documentation

5.194.2.1 Delete()

```
void Crosstales.Radio.Provider.RadioProviderUser.Delete ( )
```

Deletes the user text-file.

5.194.2.2 EditFile()

```
void Crosstales.Radio.Provider.RadioProviderUser.EditFile ( )
```

Edits the user text-file with the OS default application.

5.194.2.3 ShowFile()

```
void Crosstales.Radio.Provider.RadioProviderUser.ShowFile ( )
```

Shows the location of the user text-file in OS file browser.

5.194.3 Property Documentation

5.194.3.1 Entry

[RadioEntryUser](#) Crosstales.Radio.Provider.RadioProviderUser.Entry [get]

User radio station entry.

5.194.3.2 SaveOnDisable

```
bool Crosstales.Radio.Provider.RadioProviderUser.SaveOnDisable [get], [set]
```

Call 'Save' OnDisable.

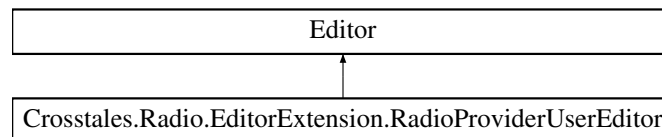
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/RadioProviderUser.cs

5.195 Crosstales.Radio.EditorExtension.RadioProviderUserEditor Class Reference

Custom editor for the 'RadioProviderUser'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderUserEditor:



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.195.1 Detailed Description

Custom editor for the 'RadioProviderUser'-class.

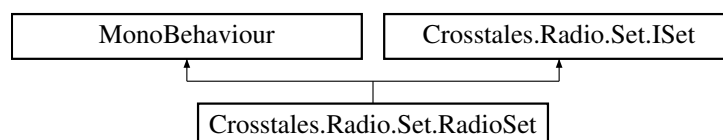
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioProviderUserEditor.cs

5.196 Crosstales.Radio.Set.RadioSet Class Reference

[RadioSet](#) consists of 1-n providers.

Inheritance diagram for Crosstales.Radio.Set.RadioSet:



Public Member Functions

- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [RadioFilter](#) _filter=null)
Saves all stations from this set as text-file with streams.
- System.Collections.Generic.List< [RadioStation](#) > [GetStations](#) (bool random=false, [RadioFilter](#) _filter=null)
Get all RadioStation for a given RadioFilter.
- int [CountStations](#) ([RadioFilter](#) _filter=null)
Count all RadioStation for a given RadioFilter.
- [RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) _filter=null)
Radio station from a given index (normal/random) from this set.
- [RadioStation](#) [StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [RadioStation](#) [NextStation](#) (bool random=false, [RadioFilter](#) _filter=null)
Next (normal/random) radio station from this set.
- [RadioStation](#) [PreviousStation](#) (bool random=false, [RadioFilter](#) _filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByName](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByURL](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by URL.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by cities.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by countries.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by languages.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by rating.
- void [RandomizeStations](#) (bool resetIndex=true)
Randomize all radio stations.
- override string [ToString](#) ()

Public Attributes

- bool [isReady](#) => [Providers](#)?.All(provider => provider == null || provider.isReady) != false
- [FilterChangeEvent](#) [OnFilterChanged](#)
- [StationsChangeEvent](#) [OnStationsChanged](#)
- [ProviderReadyEvent](#) [OnProviderReadyEvent](#)

Properties

- [BaseRadioProvider\[\] Providers](#) [get, set]
Radio station providers for this set.
- [RadioFilter Filter](#) [get, set]
Global RadioFilter (active if no explicit filter is given).
- System.Collections.Generic.List< [RadioStation](#) > **Stations** [get]
- System.Collections.Generic.List< [RadioStation](#) > **RandomStations** [get]
- int **CurrentStationIndex** [get, set]
- int **CurrentRandomStationIndex** [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.

5.196.1 Detailed Description

[RadioSet](#) consists of 1-n providers.

5.196.2 Member Function Documentation

5.196.2.1 CountStations()

```
int Crosstales.Radio.Set.RadioSet.CountStations (
    RadioFilter filter = null )
```

Count all [RadioStation](#) for a given [RadioFilter](#).

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all [RadioStation](#) for a given [RadioFilter](#).

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.2 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.3 Load()

```
void Crosstales.Radio.Set.RadioSet.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.4 NextStation()

```
RadioStation Crosstales.Radio.Set.RadioSet.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.5 PreviousStation()

```
RadioStation Crosstales.Radio.Set.RadioSet.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.6 RandomizeStations()

```
void Crosstales.Radio.Set.RadioSet.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.7 Save()

```
void Crosstales.Radio.Set.RadioSet.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.8 StationFromHashCode()

```
RadioStation Crosstales.Radio.Set.RadioSet.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.9 StationFromIndex()

```
RadioStation Crosstales.Radio.Set.RadioSet.StationFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.10 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByBitrate
(
```



```
bool desc = false,  
RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.11 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByCities (   
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.12 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByCountries  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.13 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByFormat (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.14 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.15 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByLanguages  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.16 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByName (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.17 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.18 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByStation
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.2.19 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.196.3 Property Documentation

5.196.3.1 Filter

`RadioFilter` `Crosstales.Radio.Set.RadioSet.Filter` [get], [set]

Global RadioFilter (active if no explicit filter is given).

5.196.3.2 Providers

`BaseRadioProvider` [] `Crosstales.Radio.Set.RadioSet.Providers` [get], [set]

`Radio` station providers for this set.

5.196.4 Event Documentation

5.196.4.1 OnFilterChange

`FilterChange` `Crosstales.Radio.Set.RadioSet.OnFilterChange`

An event triggered whenever the filter changes.

5.196.4.2 OnProviderReady

`ProviderReady` `Crosstales.Radio.Set.RadioSet.OnProviderReady`

An event triggered whenever all providers are ready.

5.196.4.3 OnStationsChange

StationsChange Crosstales.Radio.Set.RadioSet.OnStationsChange

An event triggered whenever the stations change.

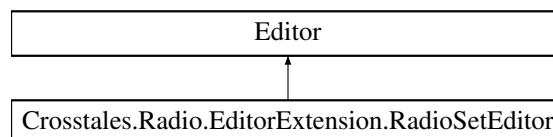
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Set/RadioSet.cs

5.197 Crosstales.Radio.EditorExtension.RadioSetEditor Class Reference

Custom editor for the 'RadioSet'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioSetEditor:



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.197.1 Detailed Description

Custom editor for the 'RadioSet'-class.

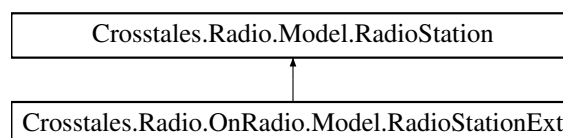
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioSet↔ Editor.cs

5.198 Crosstales.Radio.Model.RadioStation Class Reference

[Model](#) for a radio station.

Inheritance diagram for Crosstales.Radio.Model.RadioStation:



Public Member Functions

- [RadioStation](#) ()
Default-constructor for a [RadioStation](#).
- [RadioStation](#) (string name, string url, [AudioFormat](#) format)
Constructor for a [RadioStation](#).
- [RadioStation](#) (string name, string url, [AudioFormat](#) format, string station, string genres, int bitrate, float rating, string description, Sprite icon, string iconUrl, string city, string country, string language, int chunkSize=64, int bufferSize=64, [AudioCodec](#) excludeCodec=AudioCodec.None)
Constructor for a [RadioStation](#).
- [RadioStation](#) ([RadioStation](#) station)
Copy constructor for a given [RadioStation](#).
- string [ToTextLine](#) (bool detailed=true)
ToString()-variant for exporting the object.
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- string [StationInfo](#) (bool withLabel=true, int maxLength=0, bool shortInfo=false)
Shows the complete station information.
- string [StationInfoLabels](#) (bool shortInfo=false)
Shows the labels for the complete station information.
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string [Name](#)
Name of the radio station.
- string [Url](#)
URL of the station.
- System.Collections.Generic.List< [RequestHeaderTuple](#) > [RequestHeaders](#) = new System.Collections.Generic.List<[RequestHeaderTuple](#)>()
HTTP-request headers for the connection to the current radio station (e.g. authentication).
- string [Station](#)
Name of the station.
- string [Genres](#)
Genres of the radio.
- float [Rating](#)
Your rating of the radio.
- string [Description](#)
Description of the radio station.
- Sprite [Icon](#)
Icon representing the radio station.
- string [IconUrl](#)
Icon url for the radio station.
- string [City](#)
City of the radio.
- string [Country](#)
Country of the radio (ISO 3166-1, e.g. 'ch').
- string [Language](#)
Language of the radio (like 'german').

- **AudioFormat Format** = AudioFormat.MP3
Audio format of the station (default: AudioFormat.MP3).
- int **Bitrate** = Config.DEFAULT_BITRATE
Bitrate in kbit/s (default: 128).
- int **ChunkSize** = Config.DEFAULT_CHUNKSIZE
Size of the streaming-chunk in KB (default: 32).
- int **BufferSize** = Config.DEFAULT_BUFFERSIZE
Size of the local buffer in KB (default: 48).
- **AudioCodec ExcludedCodec** = AudioCodec.None
Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: AudioCodec.None).
- bool **UpdateDataAtPlay** = true
Updates the data of the station when played (default: true).
- int **Channels** = 2
Channels of the station.
- int **SampleRate** = 44100
Sample rate of the station.
- long **TotalDataSize**
Total downloaded data size in bytes.
- int **TotalDataRequests**
Total number of data requests.
- float **TotalPlayTime**
Total playtime in seconds.
- System.Collections.Generic.List< [RecordInfo](#) > **PlayedRecords** = new System.Collections.Generic.↵
List<[RecordInfo](#)>()
List of all played records.
- string **ServerInfo** = string.Empty
Information about the streaming server (if available).

Static Public Attributes

- const string **UNKNOWN_STATION** = "Unknown radio station"

5.198.1 Detailed Description

[Model](#) for a radio station.

5.198.2 Constructor & Destructor Documentation

5.198.2.1 RadioStation() [1/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation ( )
```

Default-constructor for a [RadioStation](#).

5.198.2.2 RadioStation() [2/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation (
    string name,
    string url,
    AudioFormat format )
```

Constructor for a [RadioStation](#).

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.

5.198.2.3 RadioStation() [3/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation (
    string name,
    string url,
    AudioFormat format,
    string station,
    string genres,
    int bitrate,
    float rating,
    string description,
    Sprite icon,
    string iconUrl,
    string city,
    string country,
    string language,
    int chunkSize = 64,
    int bufferSize = 64,
    AudioCodec excludeCodec = AudioCodec.None )
```

Constructor for a [RadioStation](#).

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.
<i>station</i>	Name of the station.
<i>genres</i>	Genres of the radio.
<i>bitrate</i>	Bitrate in kbit/s.
<i>rating</i>	Your rating of the radio.
<i>description</i>	Description of the radio station.
<i>icon</i>	Icon of the radio station.
<i>iconUrl</i>	Icon url of the radio station.
<i>city</i>	City of the radio station.
<i>country</i>	Country of the radio station (ISO 3166-1, e.g. 'ch').
<i>language</i>	Language of the radio station (like 'german').
<i>chunkSize</i>	Size of the streaming-chunk in KB (default: 64, optional).
<i>bufferSize</i>	Size of the local buffer in KB (default: 64, optional).
<i>excludeCodec</i>	Excluded codec (default: AudioCodec.NONE, optional).

5.198.2.4 RadioStation() [4/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation (  
    RadioStation station )
```

Copy constructor for a given [RadioStation](#).

Parameters

<i>station</i>	Station to copy.
----------------	------------------

5.198.3 Member Function Documentation

5.198.3.1 StationInfo()

```
string Crosstales.Radio.Model.RadioStation.StationInfo (  
    bool withLabel = true,  
    int maxLength = 0,  
    bool shortInfo = false )
```

Shows the complete station information.

Parameters

<i>withLabel</i>	Add the label for every information (default: true, optional)
<i>maxLength</i>	Maximal length of a row (default: 0 (= unlimited), optional)
<i>shortInfo</i>	Reduced information (default: false, optional)

Returns

The complete station information.

5.198.3.2 StationInfoLabels()

```
string Crosstales.Radio.Model.RadioStation.StationInfoLabels (  
    bool shortInfo = false )
```

Shows the labels for the complete station information.

Parameters

<i>shortInfo</i>	Reduced information (default: false, optional)
------------------	--

Returns

The complete station information.

5.198.3.3 ToShortString()

```
string Crosstales.Radio.Model.RadioStation.ToShortString ( )
```

ToString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.198.3.4 ToTextLine()

```
string Crosstales.Radio.Model.RadioStation.ToTextLine (
    bool detailed = true )
```

ToString()-variant for exporting the object.

Parameters

<i>detailed</i>	Detailed export with Chunk- and Buffer-size.
-----------------	--

Returns

Text-line of the object.

5.198.4 Member Data Documentation**5.198.4.1 Bitrate**

```
int Crosstales.Radio.Model.RadioStation.Bitrate = Config.DEFAULT_BITRATE
```

Bitrate in kbit/s (default: 128).

5.198.4.2 BufferSize

```
int Crosstales.Radio.Model.RadioStation.BufferSize = Config.DEFAULT_BUFFER_SIZE
```

Size of the local buffer in KB (default: 48).

5.198.4.3 Channels

```
int Crosstales.Radio.Model.RadioStation.Channels = 2
```

Channels of the station.

5.198.4.4 ChunkSize

```
int Crosstales.Radio.Model.RadioStation.ChunkSize = Config.DEFAULT_CHUNK_SIZE
```

Size of the streaming-chunk in KB (default: 32).

5.198.4.5 City

```
string Crosstales.Radio.Model.RadioStation.City
```

City of the radio.

5.198.4.6 Country

```
string Crosstales.Radio.Model.RadioStation.Country
```

Country of the radio (ISO 3166-1, e.g. 'ch').

5.198.4.7 Description

```
string Crosstales.Radio.Model.RadioStation.Description
```

Description of the radio station.

5.198.4.8 ExcludedCodec

`AudioCodec` Crosstales.Radio.Model.RadioStation.ExcludedCodec = AudioCodec.None

Exclude this station if the current `RadioPlayer` codec is equals this one (default: AudioCodec.None).

5.198.4.9 Format

`AudioFormat` Crosstales.Radio.Model.RadioStation.Format = AudioFormat.MP3

Audio format of the station (default: AudioFormat.MP3).

5.198.4.10 Genres

`string` Crosstales.Radio.Model.RadioStation.Genres

Genres of the radio.

5.198.4.11 Icon

`Sprite` Crosstales.Radio.Model.RadioStation.Icon

Icon representing the radio station.

5.198.4.12 IconUrl

`string` Crosstales.Radio.Model.RadioStation.IconUrl

Icon url for the radio station.

5.198.4.13 Language

`string` Crosstales.Radio.Model.RadioStation.Language

Language of the radio (like 'german').

5.198.4.14 Name

```
string Crosstales.Radio.Model.RadioStation.Name
```

Name of the radio station.

5.198.4.15 PlayedRecords

```
System.Collections.Generic.List<RecordInfo> Crosstales.Radio.Model.RadioStation.PlayedRecords  
= new System.Collections.Generic.List<RecordInfo>()
```

List of all played records.

5.198.4.16 Rating

```
float Crosstales.Radio.Model.RadioStation.Rating
```

Your rating of the radio.

5.198.4.17 RequestHeaders

```
System.Collections.Generic.List<RequestHeaderTuple> Crosstales.Radio.Model.RadioStation.↔  
RequestHeaders = new System.Collections.Generic.List<RequestHeaderTuple>()
```

HTTP-request headers for the connection to the current radio station (e.g. authentication).

5.198.4.18 SampleRate

```
int Crosstales.Radio.Model.RadioStation.SampleRate = 44100
```

Sample rate of the station.

5.198.4.19 ServerInfo

```
string Crosstales.Radio.Model.RadioStation.ServerInfo = string.Empty
```

Information about the streaming server (if available).

5.198.4.20 Station

```
string Crosstales.Radio.Model.RadioStation.Station
```

Name of the station.

5.198.4.21 TotalDataRequests

```
int Crosstales.Radio.Model.RadioStation.TotalDataRequests
```

Total number of data requests.

5.198.4.22 TotalDataSize

```
long Crosstales.Radio.Model.RadioStation.TotalDataSize
```

Total downloaded data size in bytes.

5.198.4.23 TotalPlayTime

```
float Crosstales.Radio.Model.RadioStation.TotalPlayTime
```

Total playtime in seconds.

5.198.4.24 UpdateDataAtPlay

```
bool Crosstales.Radio.Model.RadioStation.UpdateDataAtPlay = true
```

Updates the data of the station when played (default: true).

5.198.4.25 Url

```
string Crosstales.Radio.Model.RadioStation.Url
```

URL of the station.

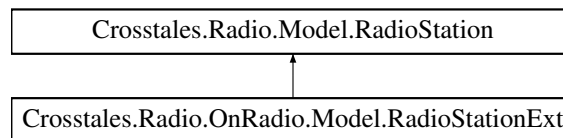
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RadioStation.cs

5.199 Crosstales.Radio.OnRadio.Model.RadioStationExt Class Reference

Extended RadioStation.

Inheritance diagram for Crosstales.Radio.OnRadio.Model.RadioStationExt:



Public Member Functions

- **RadioStationExt** (string name, string stationId)
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- string **StationId**

Additional Inherited Members

5.199.1 Detailed Description

Extended RadioStation.

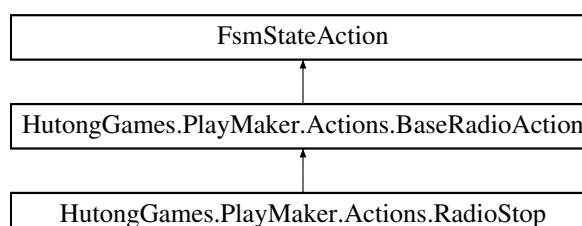
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Model/RadioStationExt.cs

5.200 HutongGames.PlayMaker.Actions.RadioStop Class Reference

Stop-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioStop:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- [Crosstales.Radio.RadioPlayer](#) **RadioPlayer**
Add a RadioPlayer (default: random player in scene).

5.200.1 Detailed Description

Stop-action for [PlayMaker](#).

5.200.2 Member Function Documentation

5.200.2.1 OnUpdate()

```
override void HutongGames.PlayMaker.Actions.RadioStop.OnUpdate ( )
```

stopped

5.200.3 Member Data Documentation

5.200.3.1 RadioPlayer

[Crosstales.Radio.RadioPlayer](#) HutongGames.PlayMaker.Actions.RadioStop.RadioPlayer

Add a RadioPlayer (default: random player in scene).

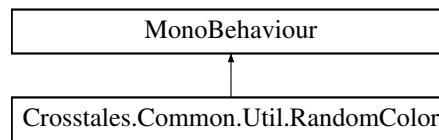
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↵ Scripts/RadioStop.cs

5.201 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the color (default: true).
- Vector2 **ChangeInterval** = new Vector2(5, 10)
summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 **HueRange** = new Vector2(0f, 1f)
summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **SaturationRange** = new Vector2(1f, 1f)
summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **ValueRange** = new Vector2(1f, 1f)
summary> Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **AlphaRange** = new Vector2(1f, 1f)
summary> Use gray scale colors (default: false).
- bool **GrayScale**
summary> Modify the color of a material instead of the Renderer (default: not set, optional).
- Material **Material**
summary> Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.201.1 Detailed Description

Random color changer.

5.201.2 Member Data Documentation

5.201.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary> Use gray scale colors (default: false).

5.201.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.201.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.201.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.201.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.201.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.201.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.201.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

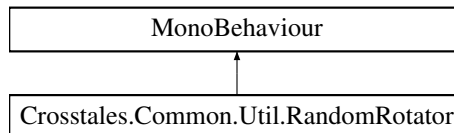
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Random/Scripts/RandomColor.cs

5.202 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart**
summary>Random change interval per axis (default: true).
- bool **RandomChangeIntervalPerAxis** = true
summary>Random direction per axis (default: true).
- bool **RandomDirectionPerAxis** = true

5.202.1 Detailed Description

Random rotation changer.

5.202.2 Member Data Documentation

5.202.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.202.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.202.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.202.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.202.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.202.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

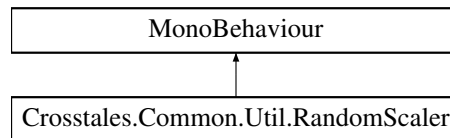
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Random/Scripts/RandomRotator.cs

5.203 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary> Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
summary> Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
summary> Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true
summary> Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart**

5.203.1 Detailed Description

Random scale changer.

5.203.2 Member Data Documentation

5.203.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary> Minimum scale per axis (default: 0.1 for all axis).

5.203.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary> Uniform scaling for all axis (x-axis values will be used, default: true).

5.203.2.3 ScaleMin

```
Vector3 Crosstailes.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.203.2.4 Uniform

```
bool Crosstailes.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.203.2.5 UseInterval

```
bool Crosstailes.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

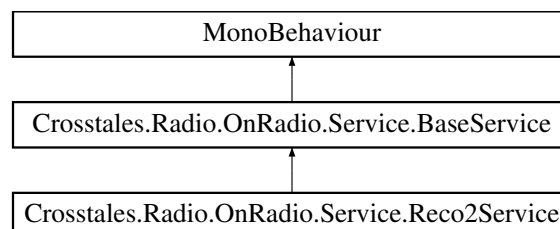
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Extras/Random/Scripts/Random↔
Scaler.cs

5.204 Crosstailes.Radio.OnRadio.Service.Reco2Service Class Reference

Reco2 service implementation.

Inheritance diagram for Crosstailes.Radio.OnRadio.Service.Reco2Service:



Public Attributes

- [QueryCompleteEvent](#) **OnQueryCompleted**

Protected Member Functions

- override IEnumerator **query** (string id)

Protected Attributes

- override [QueryCompleteEvent](#) **onQueryCompleted** => OnQueryCompleted

Properties

- string [Artist](#) [get, set]
Artist of the song
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Crosstales.Radio.OnRadio.Model.Songs](#) **Songs** [get, protected set]

Additional Inherited Members

5.204.1 Detailed Description

Reco2 service implementation.

5.204.2 Property Documentation

5.204.2.1 Artist

```
string Crosstales.Radio.OnRadio.Service.Reco2Service.Artist [get], [set]
```

Artist of the song

5.204.2.2 International

```
bool Crosstales.Radio.OnRadio.Service.Reco2Service.International [get], [set]
```

Include non-US (international) stations.

5.204.2.3 Limit

```
int Crosstales.Radio.OnRadio.Service.Reco2Service.Limit [get], [set]
```

Limit the number of results (range 1-50).

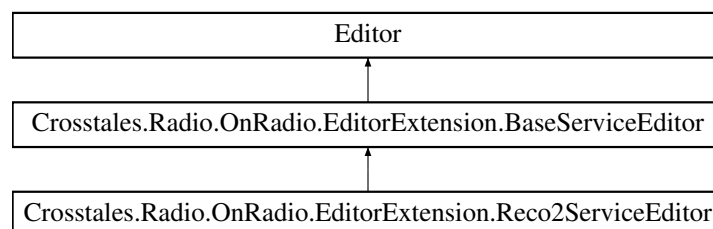
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/Reco2Service.cs

5.205 Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor Class Reference

Custom editor for the 'Reco2Service'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor:



Additional Inherited Members

5.205.1 Detailed Description

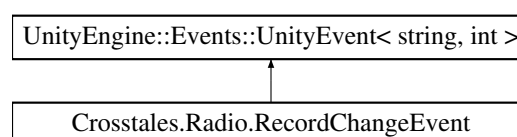
Custom editor for the 'Reco2Service'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/Reco2ServiceEditor.cs

5.206 Crosstales.Radio.RecordChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.RecordChangeEvent:



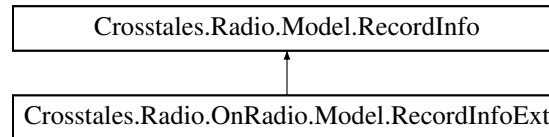
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.207 Crosstales.Radio.Model.RecordInfo Class Reference

Contains information about the current audio record from a radio station (for Icecast-servers).

Inheritance diagram for Crosstales.Radio.Model.RecordInfo:



Public Member Functions

- [RecordInfo](#) ()
Default-constructor for a [RecordInfo](#).
- [RecordInfo](#) (string info)
Constructor for a [RecordInfo](#).
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string [Info](#) = string.Empty
Original, unparsed information as string.
- float [Rating](#)
Your rating of the record.
- Sprite [Icon](#)
Icon representing the record.
- string [IconUrl](#)
Icon url for the record.
- float [Duration](#)
Duration of the record in seconds (after playback).

Properties

- string [Title](#) [get, set]
Returns the title of the audio record.
- string [Artist](#) [get, set]
Returns the artist of the audio record.
- string [StreamTitle](#) [get, set]
Returns the content of the 'StreamTitle'-tag.
- string [StreamUrl](#) [get, set]
Returns the content of the 'StreamUrl'-tag.
- string [SpotifyUrl](#) [get]
Returns the Spotify-url for the record.
- string [LyricsUrl](#) [get]
Returns the lyrics-url for the record.
- System.DateTime [Created](#) [get, set]
Returns the creation time of the [RecordInfo](#).

5.207.1 Detailed Description

Contains information about the current audio record from a radio station (for Icecast-servers).

5.207.2 Constructor & Destructor Documentation

5.207.2.1 RecordInfo() [1/2]

```
Crosstales.Radio.Model.RecordInfo.RecordInfo ( )
```

Default-constructor for a [RecordInfo](#).

5.207.2.2 RecordInfo() [2/2]

```
Crosstales.Radio.Model.RecordInfo.RecordInfo (
    string info )
```

Constructor for a [RecordInfo](#).

Parameters

<i>info</i>	Information as string.
-------------	------------------------

5.207.3 Member Function Documentation

5.207.3.1 ToShortString()

```
string Crosstales.Radio.Model.RecordInfo.ToShortString ( )
```

ToShortString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.207.4 Member Data Documentation

5.207.4.1 Duration

```
float Crosstales.Radio.Model.RecordInfo.Duration
```

Duration of the record in seconds (after playback).

5.207.4.2 Icon

```
Sprite Crosstales.Radio.Model.RecordInfo.Icon
```

Icon representing the record.

5.207.4.3 IconUrl

```
string Crosstales.Radio.Model.RecordInfo.IconUrl
```

Icon url for the record.

5.207.4.4 Info

```
string Crosstales.Radio.Model.RecordInfo.Info = string.Empty
```

Original, unparsed information as string.

5.207.4.5 Rating

```
float Crosstales.Radio.Model.RecordInfo.Rating
```

Your rating of the record.

5.207.5 Property Documentation

5.207.5.1 Artist

```
string Crosstales.Radio.Model.RecordInfo.Artist [get], [set]
```

Returns the artist of the audio record.

Returns

Artist of the audio record.

5.207.5.2 Created

```
System.DateTime Crosstales.Radio.Model.RecordInfo.Created [get], [set]
```

Returns the creation time of the [RecordInfo](#).

Returns

Creation time of the [RecordInfo](#).

5.207.5.3 LyricsUrl

```
string Crosstales.Radio.Model.RecordInfo.LyricsUrl [get]
```

Returns the lyrics-url for the record.

Returns

Lyrics-url for the record.

5.207.5.4 SpotifyUrl

```
string Crosstales.Radio.Model.RecordInfo.SpotifyUrl [get]
```

Returns the Spotify-url for the record.

Returns

Spotify-url for the record.

5.207.5.5 StreamTitle

```
string Crosstales.Radio.Model.RecordInfo.StreamTitle [get], [set]
```

Returns the content of the 'StreamTitle'-tag.

Returns

Content of the 'StreamTitle'-tag.

5.207.5.6 StreamUrl

```
string Crosstales.Radio.Model.RecordInfo.StreamUrl [get], [set]
```

Returns the content of the 'StreamUrl'-tag.

Returns

Content of the 'StreamUrl'-tag.

5.207.5.7 Title

```
string Crosstales.Radio.Model.RecordInfo.Title [get], [set]
```

Returns the title of the audio record.

Returns

Title of the audio record.

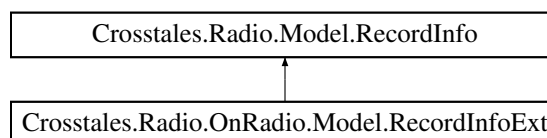
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RecordInfo.cs

5.208 Crosstales.Radio.OnRadio.Model.RecordInfoExt Class Reference

Extended RecordInfo.

Inheritance diagram for Crosstales.Radio.OnRadio.Model.RecordInfoExt:



Public Member Functions

- **RecordInfoExt** (string title, string artist, [RadioStationExt](#) station)

Public Attributes

- [RadioStationExt](#) **Station**

Additional Inherited Members

5.208.1 Detailed Description

Extended RecordInfo.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/RecordInfoExt.cs

5.209 Crosstales.Radio.Model.RequestHeaderTuple Class Reference

Public Attributes

- string **Key**
- string **Value**

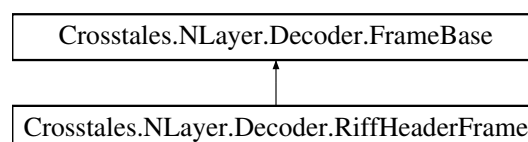
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RadioStation.cs

5.210 Crosstales.NLayer.Decoder.RiffHeaderFrame Class Reference

RIFF header reader

Inheritance diagram for Crosstales.NLayer.Decoder.RiffHeaderFrame:



Protected Member Functions

- override int [Validate](#) ()
Called to validate the frame header

5.210.1 Detailed Description

RIFF header reader

5.210.2 Member Function Documentation

5.210.2.1 Validate()

```
override int Crosstales.NLayer.Decoder.RiffHeaderFrame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstales.NLayer.Decoder.FrameBase](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/RiffHeaderFrame.cs

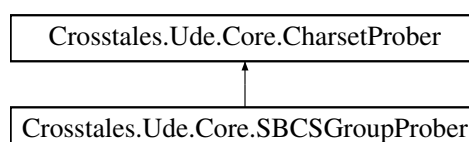
5.211 Crosstales.NVorbis.RingBuffer Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/RingBuffer.cs

5.212 Crosstales.Ude.Core.SBCSGroupProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.SBCSGroupProber:



Public Member Functions

- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()
- override void [Reset](#) ()
Reset prober state
- override string **GetCharsetName** ()

Additional Inherited Members

5.212.1 Member Function Documentation

5.212.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.SBCSGroupProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.212.1.2 Reset()

```
override void Crosstales.Ude.Core.SBCSGroupProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

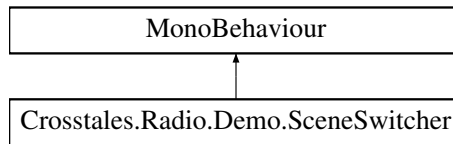
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SBCSGroupProber.cs

5.213 Crosstales.Radio.Demo.SceneSwitcher Class Reference

Very simple scene switcher.

Inheritance diagram for Crosstales.Radio.Demo.SceneSwitcher:



Public Member Functions

- void [Switch](#) ()
Switches the scene to the given index.

Public Attributes

- int **Index**

5.213.1 Detailed Description

Very simple scene switcher.

5.213.2 Member Function Documentation

5.213.2.1 Switch()

```
void Crosstales.Radio.Demo.SceneSwitcher.Switch ( )
```

Switches the scene to the given index.

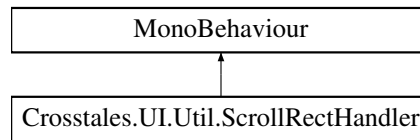
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/SceneSwitcher.cs

5.214 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.214.1 Detailed Description

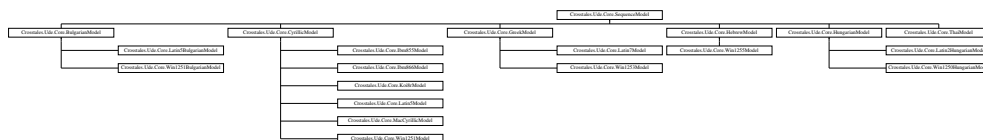
Changes the sensitivity of ScrollRects under various platforms.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/ScrollRectHandler.cs

5.215 Crosstales.Ude.Core.SequenceModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.SequenceModel:



Public Member Functions

- **SequenceModel** (byte[] charToOrderMap, byte[] precedenceMatrix, float typicalPositiveRatio, bool keepEnglishLetter, String charsetName)
- byte **GetOrder** (byte b)
- byte **GetPrecedence** (int pos)

Protected Attributes

- byte[] **charToOrderMap**
- byte[] **precedenceMatrix**
- float **typicalPositiveRatio**
- bool **keepEnglishLetter**
- String **charsetName**

Properties

- float **TypicalPositiveRatio** [get]
- bool **KeepEnglishLetter** [get]
- string **CharsetName** [get]

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Sequence↔ Model.cs

5.216 Crosstales.Radio.EditorTask.SetAndroid Class Reference

Sets the required build parameters for Android.

5.216.1 Detailed Description

Sets the required build parameters for Android.

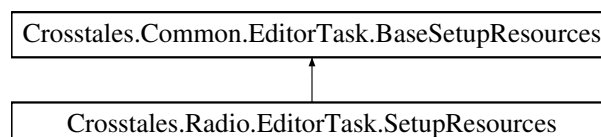
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/SetAndroid.cs

5.217 Crosstales.Radio.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Radio.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.217.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

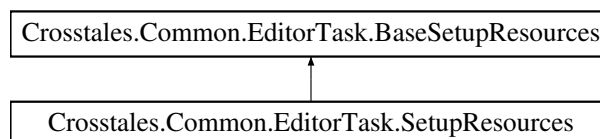
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/SetupResources.↔
cs

5.218 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.218.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

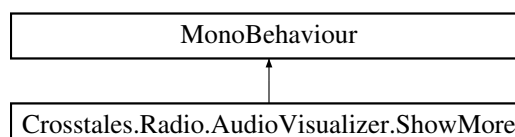
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/Setup↔
Resources.cs

5.219 Crosstales.Radio.AudioVisualizer.ShowMore Class Reference

Shows the details for Audio Visualizer.

Inheritance diagram for Crosstales.Radio.AudioVisualizer.ShowMore:



Public Member Functions

- void **Show** ()

5.219.1 Detailed Description

Shows the details for Audio Visualizer.

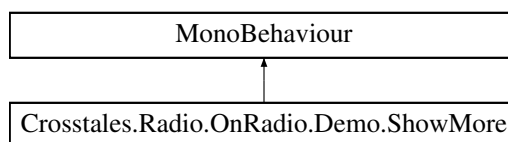
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/Audio Visualizer/↔ Scripts/ShowMore.cs

5.220 Crosstailes.Radio.OnRadio.Demo.ShowMore Class Reference

Shows the details for [OnRadio](#).

Inheritance diagram for Crosstailes.Radio.OnRadio.Demo.ShowMore:



Public Member Functions

- void **Show** ()

5.220.1 Detailed Description

Shows the details for [OnRadio](#).

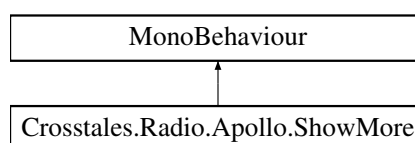
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/Demos/↔ Scripts/ShowMore.cs

5.221 Crosstailes.Radio.Apollo.ShowMore Class Reference

Shows the details for [Apollo](#) Visualizer Kit.

Inheritance diagram for Crosstailes.Radio.Apollo.ShowMore:



Public Member Functions

- void **Show** ()

5.221.1 Detailed Description

Shows the details for [Apollo](#) Visualizer Kit.

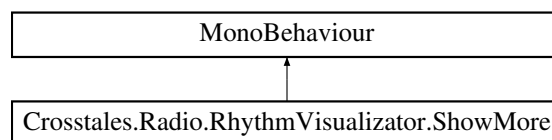
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Apollo Visualizer Kit/Scripts/ShowMore.cs

5.222 Crosstales.Radio.RhythmVisualizator.ShowMore Class Reference

Shows the details for Rhythm Visualizator.

Inheritance diagram for Crosstales.Radio.RhythmVisualizator.ShowMore:



Public Member Functions

- void **Show** ()

5.222.1 Detailed Description

Shows the details for Rhythm Visualizator.

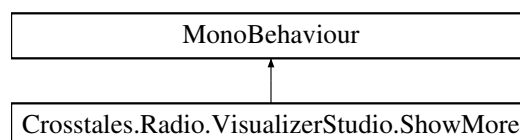
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Rhythm Visualizator/Scripts/ShowMore.cs

5.223 Crosstales.Radio.VisualizerStudio.ShowMore Class Reference

Shows the details for Visualizer Studio.

Inheritance diagram for Crosstales.Radio.VisualizerStudio.ShowMore:



Public Member Functions

- void **Show** ()

5.223.1 Detailed Description

Shows the details for Visualizer Studio.

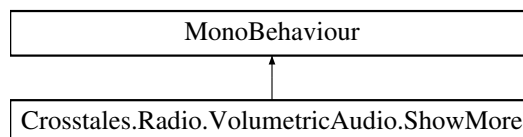
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Visualizer Studio/↔ Scripts/ShowMore.cs

5.224 Crosstales.Radio.VolumetricAudio.ShowMore Class Reference

Shows the details for Volumetric Audio.

Inheritance diagram for Crosstales.Radio.VolumetricAudio.ShowMore:



Public Member Functions

- void **Show** ()

5.224.1 Detailed Description

Shows the details for Volumetric Audio.

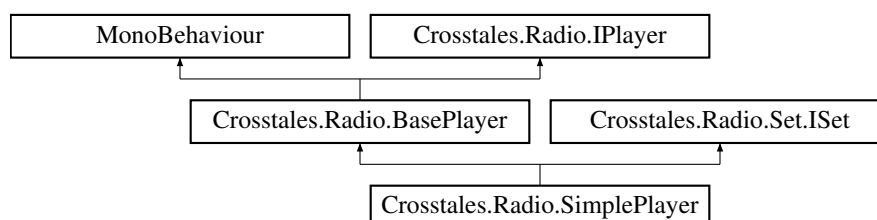
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Volumetric Audio/↔ Scripts/ShowMore.cs

5.225 Crosstales.Radio.SimplePlayer Class Reference

Simple player.

Inheritance diagram for Crosstales.Radio.SimplePlayer:



Public Member Functions

- void [Next](#) ()
Plays the next radio.
- void [Next](#) (bool random, [RadioFilter](#) _filter=null)
Plays the next (normal/random) radio.
- void [Previous](#) ()
Plays the previous radio (main use for UI).
- void [Previous](#) (bool random, [RadioFilter](#) _filter=null)
Plays the previous radio.
- System.Collections.Generic.List< [RadioStation](#) > [GetStations](#) (bool random=false, [RadioFilter](#) _filter=null)
Get all RadioStation for a given RadioFilter.
- int [CountStations](#) ([RadioFilter](#) _filter=null)
Count all RadioStation for a given RadioFilter.
- [RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) _filter=null)
Radio station from a given index (normal/random) from this set.
- [RadioStation](#) [StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [RadioStation](#) [NextStation](#) (bool random=false, [RadioFilter](#) _filter=null)
Next (normal/random) radio station from this set.
- [RadioStation](#) [PreviousStation](#) (bool random=false, [RadioFilter](#) _filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByName](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByURL](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by URL.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by cities.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by countries.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by languages.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by rating.
- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [RadioFilter](#) _filter=null)
Saves all stations from this set as text-file with streams.
- void [RandomizeStations](#) (bool resetIndex=true)

- *Randomize all radio stations.*
- override void **Play** ()
Plays the radio-station.
- override void **Stop** ()
Stops the playback of the radio-station.
- override void **Restart** (float invokeDelay=Constants.INVOKE_DELAY)
Restarts the playback of the radio-station.
- override void **Mute** ()
Mute the playback of the record.
- override void **UnMute** ()
Unmute the playback of the record.

Public Attributes

- **PlaybackStartEvent OnPlaybackStarted**
- **PlaybackEndEvent OnPlaybackEnded**
- **BufferingStartEvent OnBufferingStarted**
- **BufferingEndEvent OnBufferingEnded**
- **AudioStartEvent OnAudioStarted**
- **AudioEndEvent OnAudioEnded**
- **RecordChangeEvent OnRecordChanged**
- **StationChangeEvent OnStationChanged**
- **FilterChangeEvent OnFilterChanged**
- **StationsChangeEvent OnStationsChanged**
- **ProviderReadyEvent OnProviderReadyEvent**
- **ErrorEvent OnError**
- System.Collections.Generic.List< **RadioStation** > **Stations** => **Set** != null ? Set.Stations : new System.Collections.Generic.List<**RadioStation**>()
- System.Collections.Generic.List< **RadioStation** > **RandomStations** => **Set** != null ? Set.RandomStations : new System.Collections.Generic.List<**RadioStation**>()
- bool **isReady** => **Set** != null && Set.isReady
- override bool **isPlayback** => Player.isPlayback
- override bool **isAudioPlaying** => Player.isAudioPlaying
- override bool **isBuffering** => Player.isBuffering
- override **RecordInfo RecordInfo** => Player.RecordInfo
- override **RecordInfo NextRecordInfo** => Player.RecordInfo
- override float **NextRecordDelay** => Player.NextRecordDelay
- override long **CurrentBufferSize** => Player.CurrentBufferSize
- override long **CurrentDownloadSpeed** => Player.CurrentDownloadSpeed
- override int **Channels** => Player.Channels
- override int **SampleRate** => Player.SampleRate

Protected Member Functions

- override void **onAudioStart** (**RadioStation** station)
- override void **onAudioEnd** (**RadioStation** station)
- override void **onAudioPlayTimeUpdate** (**RadioStation** station, float _playtime)
- override void **onErrorInfo** (**RadioStation** station, string info)

Protected Attributes

- override [PlaybackStartEvent](#) **onPlaybackStarted** => OnPlaybackStarted
- override [PlaybackEndEvent](#) **onPlaybackEnded** => OnPlaybackEnded
- override [BufferingStartEvent](#) **onBufferingStarted** => OnBufferingStarted
- override [BufferingEndEvent](#) **onBufferingEnded** => OnBufferingEnded
- override [AudioStartEvent](#) **onAudioStarted** => OnAudioStarted
- override [AudioEndEvent](#) **onAudioEnded** => OnAudioEnded
- override [RecordChangeEvent](#) **onRecordChanged** => OnRecordChanged
- override [ErrorEvent](#) **onError** => OnError

Properties

- [RadioPlayer](#) **Player** [get, set]
'RadioPlayer' from the scene.
- [RadioSet](#) **Set** [get, set]
'RadioSet' from the scene.
- [RadioFilter](#) **Filter** [get, set]
Global RadioFilter (active if no explicit filter is given).
- bool [RetryOnError](#) [get, set]
Retry to start the radio on an error.
- int [Retries](#) [get, set]
Defines how many times should the radio station restart after an error before giving up.
- bool [PlayOnStart](#) [get, set]
Play a radio on start.
- bool [PlayEndless](#) [get, set]
Enable endless play.
- bool [PlayRandom](#) [get, set]
Play the radio stations in random order.
- int? **CurrentStationIndex** [get, set]
- int? **CurrentRandomStationIndex** [get, set]
- override [RadioStation](#) **Station** [get, set]
- override bool **HandleFocus** [get, set]
- override int **CacheStreamSize** [get, set]
- override bool **LegacyMode** [get, set]
- override bool **CaptureDataStream** [get, set]
- override AudioSource **Source** [get, protected set]
- override [AudioCodec](#) **Codec** [get, protected set]
- override float **PlayTime** [get, protected set]
- override float **BufferProgress** [get, protected set]
- override float **RecordPlayTime** [get, protected set]
- override [Crosstales.Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- override float **Volume** [get, set]
- override float **Pitch** [get, set]
- override float **StereoPan** [get, set]
- override bool **isMuted** [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.
- StationChange [OnStationChange](#)
An event triggered whenever an radio station changes.

Additional Inherited Members

5.225.1 Detailed Description

Simple player.

5.225.2 Member Function Documentation

5.225.2.1 CountStations()

```
int Crosstales.Radio.SimplePlayer.CountStations (
    RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.2 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.3 Load()

```
void Crosstales.Radio.SimplePlayer.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.4 Mute()

```
override void Crosstales.Radio.SimplePlayer.Mute ( ) [virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.225.2.5 Next() [1/2]

```
void Crosstales.Radio.SimplePlayer.Next ( )
```

Plays the next radio.

5.225.2.6 Next() [2/2]

```
void Crosstales.Radio.SimplePlayer.Next (
    bool random,
    RadioFilter _filter = null )
```

Plays the next (normal/random) radio.

Parameters

<i>random</i>	Play a random radio station
<i>_filter</i>	Filter (default: null, optional)

5.225.2.7 NextStation()

```
RadioStation Crosstales.Radio.SimplePlayer.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.8 Play()

```
override void Crosstales.Radio.SimplePlayer.Play ( ) [virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.225.2.9 Previous() [1/2]

```
void Crosstales.Radio.SimplePlayer.Previous ( )
```

Plays the previous radio (main use for [UI](#)).

5.225.2.10 Previous() [2/2]

```
void Crosstales.Radio.SimplePlayer.Previous (
    bool random,
    RadioFilter _filter = null )
```

Plays the previous radio.

Parameters

<i>random</i>	Play a random radio station
<i>_filter</i>	Filter (default: null, optional)

5.225.2.11 PreviousStation()

```
RadioStation Crosstales.Radio.SimplePlayer.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.12 RandomizeStations()

```
void Crosstales.Radio.SimplePlayer.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.13 Restart()

```
override void Crosstales.Radio.SimplePlayer.Restart (
    float invokeDelay = Constants.INVOKE_DELAY ) [virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.BasePlayer](#).

5.225.2.14 Save()

```
void Crosstales.Radio.SimplePlayer.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.15 StationFromHashCode()

```
RadioStation Crosstales.Radio.SimplePlayer.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.16 StationFromIndex()

```
RadioStation Crosstales.Radio.SimplePlayer.StationFromIndex (
    bool random = false,
```

```
int index = -1,  
RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.17 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByBitrate  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.18 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByCities (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.19 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByCountries  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.20 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByFormat (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.21 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.22 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByLanguages
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.23 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByName (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.24 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.25 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByStation
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.26 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.225.2.27 Stop()

```
override void Crosstales.Radio.SimplePlayer.Stop ( ) [virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.225.2.28 UnMute()

```
override void Crosstales.Radio.SimplePlayer.UnMute ( ) [virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.225.3 Property Documentation

5.225.3.1 Filter

`RadioFilter` Crosstales.Radio.SimplePlayer.Filter [get], [set]

Global RadioFilter (active if no explicit filter is given).

5.225.3.2 PlayEndless

`bool` Crosstales.Radio.SimplePlayer.PlayEndless [get], [set]

Enable endless play.

5.225.3.3 Player

`RadioPlayer` Crosstales.Radio.SimplePlayer.Player [get], [set]

'RadioPlayer' from the scene.

5.225.3.4 PlayOnStart

`bool` Crosstales.Radio.SimplePlayer.PlayOnStart [get], [set]

Play a radio on start.

5.225.3.5 PlayRandom

`bool` Crosstales.Radio.SimplePlayer.PlayRandom [get], [set]

Play the radio stations in random order.

5.225.3.6 Retries

`int` Crosstales.Radio.SimplePlayer.Retries [get], [set]

Defines how many times should the radio station restart after an error before giving up.

5.225.3.7 RetryOnError

```
bool Crosstales.Radio.SimplePlayer.RetryOnError [get], [set]
```

Retry to start the radio on an error.

5.225.3.8 Set

```
RadioSet Crosstales.Radio.SimplePlayer.Set [get], [set]
```

'RadioSet' from the scene.

5.225.4 Event Documentation

5.225.4.1 OnFilterChange

```
FilterChange Crosstales.Radio.SimplePlayer.OnFilterChange
```

An event triggered whenever the filter changes.

5.225.4.2 OnProviderReady

```
ProviderReady Crosstales.Radio.SimplePlayer.OnProviderReady
```

An event triggered whenever all providers are ready.

5.225.4.3 OnStationChange

```
StationChange Crosstales.Radio.SimplePlayer.OnStationChange
```

An event triggered whenever an radio station changes.

5.225.4.4 OnStationsChange

```
StationsChange Crosstales.Radio.SimplePlayer.OnStationsChange
```

An event triggered whenever the stations change.

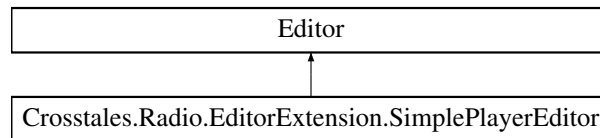
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/SimplePlayer.cs

5.226 Crosstales.Radio.EditorExtension.SimplePlayerEditor Class Reference

Custom editor for the 'SimplePlayer'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.SimplePlayerEditor:



Public Member Functions

- delegate void **StopPlayback** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Events

- static StopPlayback **OnStopPlayback**

5.226.1 Detailed Description

Custom editor for the 'SimplePlayer'-class.

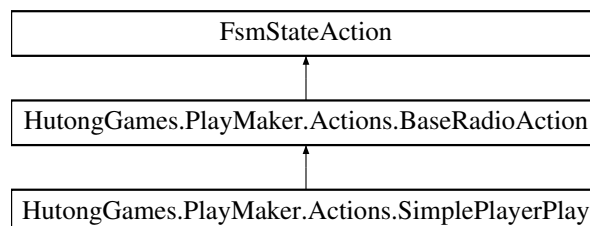
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/SimplePlayerEditor.cs↵

5.227 HutongGames.PlayMaker.Actions.SimplePlayerPlay Class Reference

Play-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerPlay:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.SimplePlayer](#) SimplePlayer
Add a SimplePlayer (default: first object in scene).

5.227.1 Detailed Description

Play-action for SimplePlayer in [PlayMaker](#).

5.227.2 Member Data Documentation

5.227.2.1 SimplePlayer

[Crosstales.Radio.SimplePlayer](#) HutongGames.PlayMaker.Actions.SimplePlayerPlay.SimplePlayer

Add a SimplePlayer (default: first object in scene).

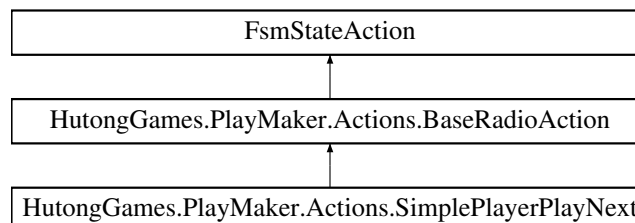
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/SimplePlayerPlay.cs

5.228 HutongGames.PlayMaker.Actions.SimplePlayerPlayNext Class Reference

PlayNext-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerPlayNext:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.SimplePlayer SimplePlayer](#)
Add a SimplePlayer (default: first object in scene).
- FsmBool [PlayRandom](#) = false
Play next radio station in random order (default: false).

5.228.1 Detailed Description

PlayNext-action for SimplePlayer in [PlayMaker](#).

5.228.2 Member Data Documentation

5.228.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.SimplePlayerPlayNext.PlayRandom = false
```

Play next radio station in random order (default: false).

5.228.2.2 SimplePlayer

```
Crosstales.Radio.SimplePlayer HutongGames.PlayMaker.Actions.SimplePlayerPlayNext.SimplePlayer
```

Add a SimplePlayer (default: first object in scene).

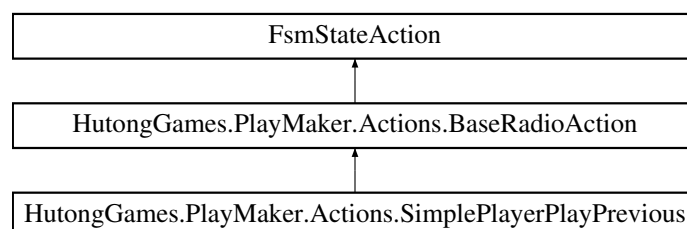
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/SimplePlayerPlayNext.cs

5.229 HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious Class Reference

PlayPrevious-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.SimplePlayer](#) **SimplePlayer**
Add a RadioManager (default: random manager in scene).
- FsmBool **PlayRandom** = false
Play previous radio station in random order (default: false).

5.229.1 Detailed Description

PlayPrevious-action for SimplePlayer in [PlayMaker](#).

5.229.2 Member Data Documentation

5.229.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious.PlayRandom = false
```

Play previous radio station in random order (default: false).

5.229.2.2 SimplePlayer

```
Crosstales.Radio.SimplePlayer HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious.SimplePlayer
```

Add a RadioManager (default: random manager in scene).

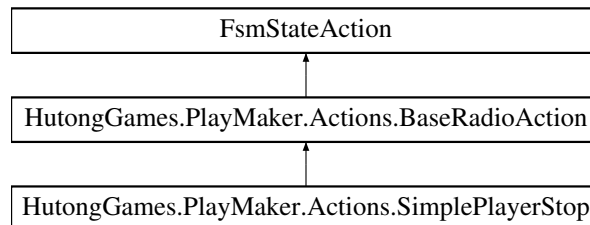
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/SimplePlayerPlayPrevious.cs

5.230 HutongGames.PlayMaker.Actions.SimplePlayerStop Class Reference

Stop-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerStop:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- [Crosstailes.Radio.SimplePlayer SimplePlayer](#)
Add a RadioManager (default: random manager in scene).

5.230.1 Detailed Description

Stop-action for SimplePlayer in [PlayMaker](#).

5.230.2 Member Data Documentation

5.230.2.1 SimplePlayer

[Crosstailes.Radio.SimplePlayer](#) HutongGames.PlayMaker.Actions.SimplePlayerStop.SimplePlayer

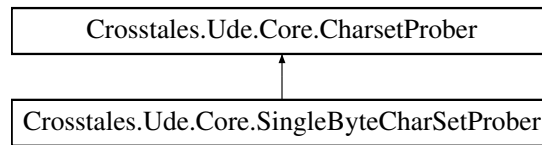
Add a RadioManager (default: random manager in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/PlayMaker/Scripts/SimplePlayerStop.cs

5.231 Crosstales.Ude.Core.SingleByteCharSetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.SingleByteCharSetProber:



Public Member Functions

- **SingleByteCharSetProber** ([SequenceModel](#) model)
- **SingleByteCharSetProber** ([SequenceModel](#) model, bool reversed, [CharsetProber](#) nameProber)
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
 - Feed data to the prober*
- override void **DumpStatus** ()
- override float **GetConfidence** ()
- override void **Reset** ()
 - Reset prober state*
- override string **GetCharsetName** ()

Protected Attributes

- [SequenceModel](#) model

Additional Inherited Members

5.231.1 Member Function Documentation

5.231.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.SingleByteCharSetProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.231.1.2 Reset()

```
override void Crosstales.Ude.Core.SingleByteCharSetProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

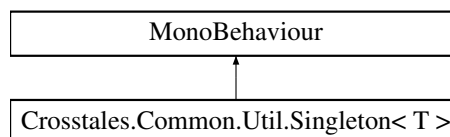
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SB↵
CharsetProber.cs

5.232 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)
Creates an instance of this object.
- static void [DeleteInstance](#) ()
Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath](#)
Fully qualified prefab path.
- static string [GameObjectName](#) = typeof(T).Name
Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T **Instance** [get, protected set]
Returns the singleton instance of this class.
- bool **DontDestroy** [get, set]
Don't destroy gameobject during scene switches.

5.232.1 Detailed Description

Base-class for all singletons.

Type Constraints

T: **Singleton**< *T* >

5.232.2 Member Function Documentation

5.232.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (  
    bool searchExistingGameObject = true,  
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

Parameters

<i>searchExistingGameObject</i>	Search for existing GameObjects of this object (default: true, optional)
<i>deleteExistingInstance</i>	Delete existing instance of this object (default: false, optional)

5.232.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.232.3 Member Data Documentation

5.232.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

5.232.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.232.4 Property Documentation

5.232.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.232.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.233 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** = false [get, set]

5.233.1 Detailed Description

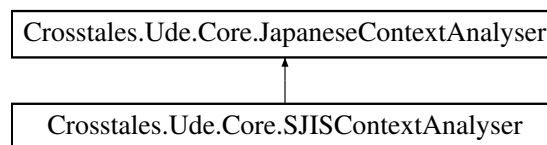
Helper-class for singletons.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.234 Crosstales.Ude.Core.SJISContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISContextAnalyser:



Protected Member Functions

- override int **GetOrder** (byte[] buf, int offset, out int charLen)
- override int **GetOrder** (byte[] buf, int offset)

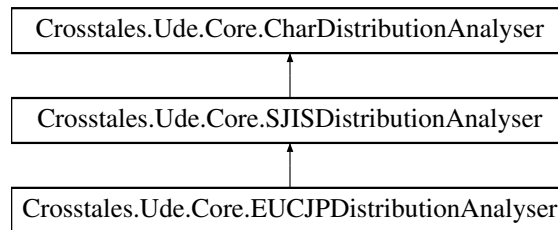
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/JapaneseContextAnalyser.cs

5.235 Crosstales.Ude.Core.SJISDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
*first byte range: 0x81 – 0x9f , 0xe0 – 0xfe second byte range: 0x40 – 0x7e, 0x81 – 0xfe no validation needed here.
 State machine has done that*

Static Protected Attributes

- static float **SJIS_TYPICAL_DISTRIBUTION_RATIO** = 3.0f
- static int[] **SJIS_CHAR2FREQ_ORDER**

Additional Inherited Members

5.235.1 Member Function Documentation

5.235.1.1 GetOrder()

```

override int Crosstales.Ude.Core.SJISDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
  
```

first byte range: 0x81 – 0x9f , 0xe0 – 0xfe second byte range: 0x40 – 0x7e, 0x81 – 0xfe no validation needed here.
 State machine has done that

Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

Reimplemented in [Crosstales.Ude.Core.EUCJPDistributionAnalyser](#).

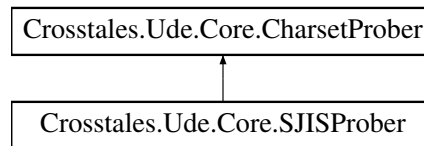
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔
 DistributionAnalyser.cs

5.236 Crosstales.Ude.Core.SJISProber Class Reference

for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language

Inheritance diagram for Crosstales.Ude.Core.SJISProber:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override void **Reset** ()
Reset prober state
- override float **GetConfidence** ()

Additional Inherited Members

5.236.1 Detailed Description

for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language

5.236.2 Member Function Documentation

5.236.2.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.SJISProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.236.2.2 Reset()

```
override void Crosstales.Ude.Core.SJISProber.Reset ( ) [virtual]
```

Reset prober state

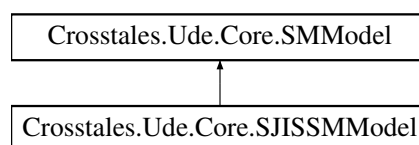
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SJISProber.cs

5.237 Crosstales.Ude.Core.SJISSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISSMModel:



Additional Inherited Members

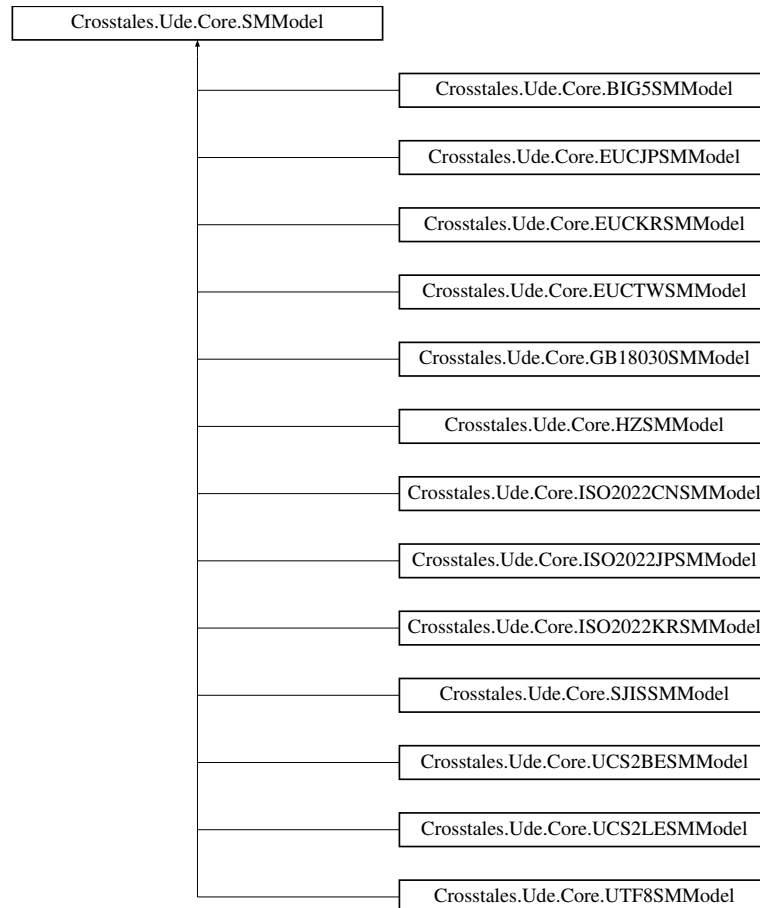
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MBCSSM.cs

5.238 Crosstales.Ude.Core.SMModel Class Reference

State machine model

Inheritance diagram for Crosstales.Ude.Core.SMModel:



Public Member Functions

- **SMModel** ([BitPackage](#) classTable, int classFactor, [BitPackage](#) stateTable, int[] charLenTable, String name)
- int **GetClass** (byte b)

Public Attributes

- [BitPackage](#) classTable
- [BitPackage](#) stateTable
- int[] charLenTable

Static Public Attributes

- const int **START** = 0
- const int **ERROR** = 1
- const int **ITSME** = 2

Properties

- string **Name** [get]
- int **ClassFactor** [get]

5.238.1 Detailed Description

State machine model

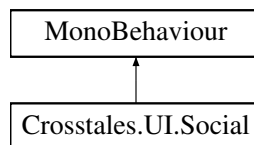
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/SM↵
Model.cs

5.239 Crosstailes.UI.Social Class Reference

[Crosstailes](#) social media links.

Inheritance diagram for Crosstailes.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.239.1 Detailed Description

[Crosstailes](#) social media links.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/Social.cs

5.240 Crosstailes.Radio.OnRadio.Model.Song Class Reference

[Model](#) of a song.

Public Member Functions

- override string **ToString** ()

Properties

- string **Songartist** [get, set]
- string **Songtitle** [get, set]
- string **Currently_playing** [get, set]
- string **Callsign** [get, set]
- string **Station_id** [get, set]
- string **Band** [get, set]
- [Playlist](#) **Playlist** [get, set]
- [Uberurl](#) **Uberurl** [get, set]

5.240.1 Detailed Description

[Model](#) of a song.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/Song.cs

5.241 Crosstales.Radio.OnRadio.Model.Songart.Song Class Reference

[Model](#) of a song.

Public Member Functions

- override string **ToString** ()

Properties

- string **Arturl** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Album** [get, set]
- string **Size** [get, set]

5.241.1 Detailed Description

[Model](#) of a song.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/Songart/Song.cs

5.242 Crosstales.Radio.OnRadio.Model.Songart.Songs Class Reference

[Model](#) of a song holder.

Public Member Functions

- override string **ToString** ()

Properties

- [Song](#) **Song** [get, set]

5.242.1 Detailed Description

[Model](#) of a song holder.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/Songart/Songs.cs

5.243 Crosstales.Radio.OnRadio.Model.Songs Class Reference

[Model](#) of a song holder.

Public Member Functions

- override string **ToString** ()

Properties

- List< [Song](#) > **Song** [get, set]

5.243.1 Detailed Description

[Model](#) of a song holder.

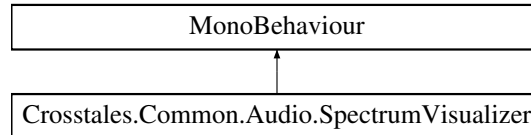
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/Songs.cs

5.244 Crosstales.Common.Audio.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Audio.SpectrumVisualizer:



Public Attributes

- [FFTAnalyzer Analyzer](#)
FFT-analyzer with the spectrum data.
- [GameObject VisualPrefab](#)
summary> Width per prefab.
- float [Width](#) = 0.075f
summary> Gain-power for the frequency.
- float [Gain](#) = 70f
summary> Frequency band from left-to-right (default: true).
- bool [LeftToRight](#) = true
summary> Opacity of the material of the prefab (default: 1).
- float [Opacity](#) = 1f

5.244.1 Detailed Description

Simple spectrum visualizer.

5.244.2 Member Data Documentation

5.244.2.1 Analyzer

[FFTAnalyzer](#) Crosstales.Common.Audio.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

*summary>*Prefab for the frequency representation.

5.244.2.2 Gain

float Crosstales.Common.Audio.SpectrumVisualizer.Gain = 70f

*summary>*Frequency band from left-to-right (default: true).

5.244.2.3 LeftToRight

```
bool Crosstales.Common.Audio.SpectrumVisualizer.LeftToRight = true
```

summary>Opacity of the material of the prefab (default: 1).

5.244.2.4 VisualPrefab

```
GameObject Crosstales.Common.Audio.SpectrumVisualizer.VisualPrefab
```

summary>Width per prefab.

5.244.2.5 Width

```
float Crosstales.Common.Audio.SpectrumVisualizer.Width = 0.075f
```

summary>Gain-power for the frequency.

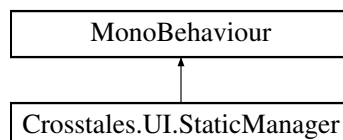
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/Spectrum↵
Visualizer.cs

5.245 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.245.1 Detailed Description

Static Button Manager.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Static↵
Manager.cs

5.246 Crosstales.Radio.OnRadio.Model.DARStations.Station Class Reference

[Model](#) of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Station_id** [get, set]
- string **Callsign** [get, set]
- string **Dial** [get, set]
- string **Band** [get, set]
- string **Address1** [get, set]
- string **Address2** [get, set]
- string **City** [get, set]
- string **State** [get, set]
- string **Country** [get, set]
- string **Zipcode** [get, set]
- string **Slogan** [get, set]
- string **Phone** [get, set]
- string **Email** [get, set]
- string **Uberggenre** [get, set]
- string **Genre** [get, set]
- string **Language** [get, set]
- string **Websiteurl** [get, set]
- string **Imageurl** [get, set]
- string **Description** [get, set]
- string **Encoding** [get, set]
- string **Bitrate** [get, set]
- string **Status** [get, set]

5.246.1 Detailed Description

[Model](#) of a station.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↵
Model/darstations/Station.cs

5.247 Crosstales.Radio.OnRadio.Model.Play.Station Class Reference

Model of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Callsign** [get, set]
- string **Genre** [get, set]
- string **Band** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Songstamp** [get, set]
- string **Seconds_remaining** [get, set]
- string **Station_id** [get, set]

5.247.1 Detailed Description

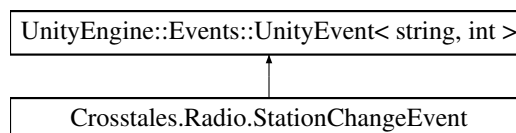
Model of a station.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/Play/Station.cs

5.248 Crosstales.Radio.StationChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.StationChangeEvent:



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.249 Crosstales.Radio.OnRadio.Model.Stations Class Reference

Model of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Url** [get, set]
- string **Encoding** [get, set]
- string **Callsign** [get, set]
- string **Websiteurl** [get, set]

5.249.1 Detailed Description

[Model](#) of a station.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Stations.cs

5.250 Crosstales.Radio.OnRadio.Model.DARStations.Stations Class Reference

[Model](#) of a station holder.

Public Member Functions

- override string **ToString** ()

Properties

- [Station](#) **Station** [get, set]

5.250.1 Detailed Description

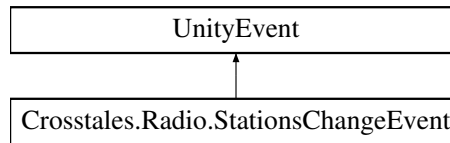
[Model](#) of a station holder.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/darstations/Stations.cs

5.251 Crosstales.Radio.StationsChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.StationsChangeEvent:



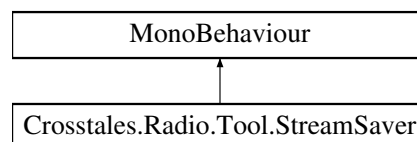
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.252 Crosstales.Radio.Tool.StreamSaver Class Reference

Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

Inheritance diagram for Crosstales.Radio.Tool.StreamSaver:



Properties

- `BasePlayer Player` [get, set]
Origin Player.
- `bool SilenceSource` [get, set]
Silence the origin.
- `string OutputPath` [get, set]
Output path for the audio files.
- `float RecordStartDelay` [get, set]
Record delay in seconds before start saving the audio (range 0-20).
- `float RecordStopDelay` [get, set]
Record delay in seconds before stop saving the audio (range 0-20).
- `bool AddStationName` [get, set]
Add the station name to the audio files.
- `bool AddTimestamp` [get, set]
Add the current timestamp to the audio files.

5.252.1 Detailed Description

Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

5.252.2 Property Documentation

5.252.2.1 AddStationName

```
bool Crosstales.Radio.Tool.StreamSaver.AddStationName [get], [set], [add]
```

Add the station name to the audio files.

5.252.2.2 AddTimestamp

```
bool Crosstales.Radio.Tool.StreamSaver.AddTimestamp [get], [set], [add]
```

Add the current timestamp to the audio files.

5.252.2.3 OutputPath

```
string Crosstales.Radio.Tool.StreamSaver.OutputPath [get], [set]
```

Output path for the audio files.

5.252.2.4 Player

```
BasePlayer Crosstales.Radio.Tool.StreamSaver.Player [get], [set]
```

Origin Player.

5.252.2.5 RecordStartDelay

```
float Crosstales.Radio.Tool.StreamSaver.RecordStartDelay [get], [set]
```

Record delay in seconds before start saving the audio (range 0-20).

5.252.2.6 RecordStopDelay

```
float Crosstales.Radio.Tool.StreamSaver.RecordStopDelay [get], [set]
```

Record delay in seconds before stop saving the audio (range 0-20).

5.252.2.7 SilenceSource

```
bool Crosstales.Radio.Tool.StreamSaver.SilenceSource [get], [set]
```

Silence the origin.

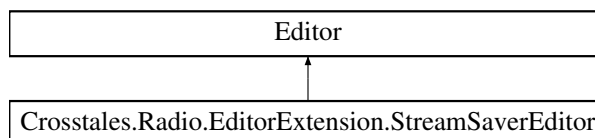
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↵Scripts/StreamSaver.cs

5.253 Crosstales.Radio.EditorExtension.StreamSaverEditor Class Reference

Custom editor for the 'StreamSaver'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.StreamSaverEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.253.1 Detailed Description

Custom editor for the 'StreamSaver'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↵Editor/StreamSaverEditor.cs

5.254 Crosstales.Radio.EditorIntegration.StreamSaverGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.254.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Editor/StreamSaverGameObject.cs

5.255 Crosstales.Radio.EditorIntegration.StreamSaverMenu Class Reference

Editor component for the "Tools"-menu.

5.255.1 Detailed Description

Editor component for the "Tools"-menu.

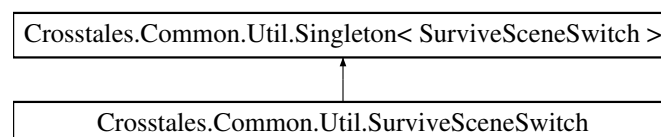
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Editor/StreamSaverMenu.cs

5.256 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Attributes

- GameObject[] [Survivors](#)

Objects which have to survive a scene switch.

Additional Inherited Members

5.256.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.256.2 Member Data Documentation

5.256.2.1 Survivors

```
GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

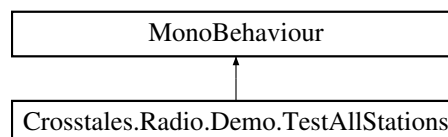
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/SurviveSceneSwitch/Scripts/SurviveSceneSwitch.cs

5.257 Crosstales.Radio.Demo.TestAllStations Class Reference

Test all stations of a given [RadioManager](#).

Inheritance diagram for Crosstales.Radio.Demo.TestAllStations:



Public Member Functions

- void **OnDestroy** ()

Public Attributes

- [BasePlayer](#) **Player**
- [Provider.BaseRadioProvider](#) **Provider**
- [OnRadio.Service.BaseService](#) **Service**
- string **ErrorFilePath**
- [Crosstales.Radio.Model.Enum.AudioCodec](#) **Codec** = Crosstales.Radio.Model.Enum.AudioCodec.MP3_NLayer
- bool **UseService** = true
- bool **UpdateInfo** = true
- bool **Silent** = true
- float **PlayTime** = 3f
- float **CleanupTime** = 1.5f

5.257.1 Detailed Description

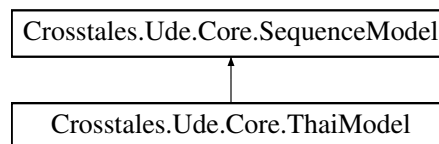
Test all stations of a given [RadioManager](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/TestAllStations.cs↔

5.258 Crosstales.Ude.Core.ThaiModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ThaiModel:



Public Member Functions

- **ThaiModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

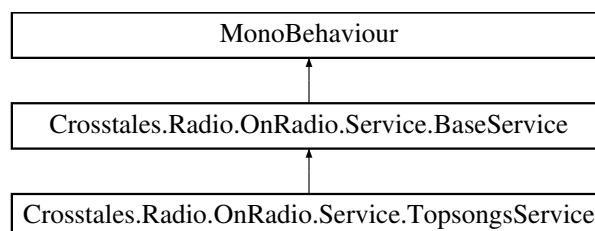
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangThaiModel.cs↔

5.259 Crosstales.Radio.OnRadio.Service.TopsongsService Class Reference

Topsongs service implementation.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.TopsongsService:



Public Attributes

- [QueryCompleteEvent](#) **OnQueryCompleted**

Protected Member Functions

- override IEnumerator **query** (string id)

Protected Attributes

- override [QueryCompleteEvent](#) **onQueryCompleted** => OnQueryCompleted

Properties

- [Crosstales.Radio.OnRadio.Model.Genre](#) **Genre** [get, set]
Genre for the search. 'All' will lead to 'Hit Music'.
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Crosstales.Radio.OnRadio.Model.Songs](#) **Songs** [get, protected set]

Additional Inherited Members

5.259.1 Detailed Description

Topsongs service implementation.

5.259.2 Property Documentation

5.259.2.1 Genre

[Crosstales.Radio.OnRadio.Model.Genre](#) `Crosstales.Radio.OnRadio.Service.TopsongsService.Genre`
[get], [set]

Genre for the search. 'All' will lead to 'Hit Music'.

5.259.2.2 International

`bool Crosstales.Radio.OnRadio.Service.TopsongsService.International` [get], [set]

Include non-US (international) stations.

5.259.2.3 Limit

```
int Crosstales.Radio.OnRadio.Service.TopsongsService.Limit [get], [set]
```

Limit the number of results (range 1-50).

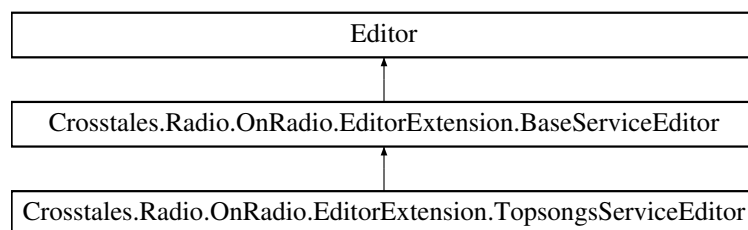
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/TopsongsService.cs

5.260 Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor Class Reference

Custom editor for the 'TopsongsService'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor:



Additional Inherited Members

5.260.1 Detailed Description

Custom editor for the 'TopsongsService'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/TopsongsServiceEditor.cs

5.261 Crosstales.Radio.OnRadio.Model.Uberurl Class Reference

Model of a [Uberurl](#).

Public Member Functions

- override string **ToString** ()

Properties

- string **Url** [get, set]
- string **Encoding** [get, set]
- string **Callsign** [get, set]
- string **Websiteurl** [get, set]
- string **Station_id** [get, set]

5.261.1 Detailed Description

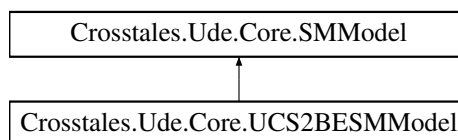
[Model](#) of a [Uberurl](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/Scripts/↔
Model/Uberurl.cs

5.262 Crosstailes.Ude.Core.UCS2BESMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.UCS2BESMMModel:



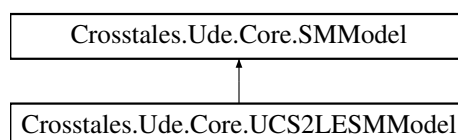
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/MB↔
CSSM.cs

5.263 Crosstailes.Ude.Core.UCS2LESMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.UCS2LESMMModel:



Additional Inherited Members

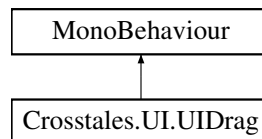
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.264 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.264.1 Detailed Description

Allow to Drag the Windows around.

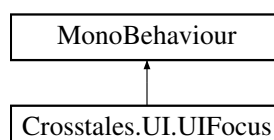
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/UI↔Drag.cs

5.265 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

- void [OnPanelEnter](#) ()

Panel entered.

Public Attributes

- string [ManagerName](#) = "Canvas"

Name of the gameobject containing the [UIWindowManager](#).

5.265.1 Detailed Description

Change the Focus on from a Window.

5.265.2 Member Function Documentation

5.265.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.265.3 Member Data Documentation

5.265.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

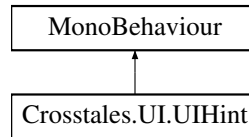
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↵
Focus.cs

5.266 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [Disable](#) = true
Disable [UI](#) element after the fade (default: true).
- bool [FadeAtStart](#) = true
Fade at Start (default: true).

5.266.1 Detailed Description

Controls a [UI](#) group (hint).

5.266.2 Member Data Documentation

5.266.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.266.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.266.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.266.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.266.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

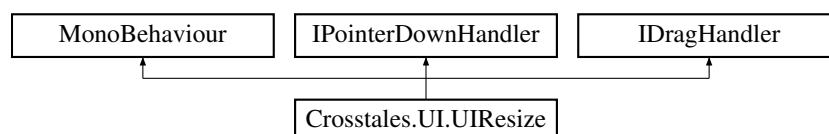
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIHint.cs

5.267 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.
- bool **IgnoreMaxSize** = false
Ignore maximum size of the [UI](#) element (default: false).
- float **SpeedFactor** = 2
Resize speed (default: 2).

5.267.1 Detailed Description

Resize a [UI](#) element.

5.267.2 Member Data Documentation

5.267.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the [UI](#) element (default: false).

5.267.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

5.267.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

5.267.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

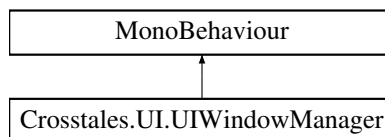
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔
Resize.cs

5.268 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.268.1 Detailed Description

Change the state of all Window panels.

5.268.2 Member Function Documentation

5.268.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.268.3 Member Data Documentation

5.268.3.1 Windows

`GameObject [] Crosstales.UI.UIWindowManager.Windows`

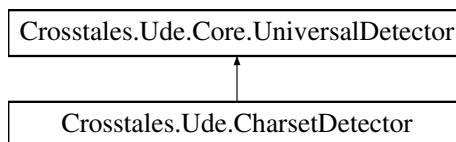
All Windows of the scene.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIWindowManager.cs`

5.269 Crosstales.Ude.Core.UniversalDetector Class Reference

Inheritance diagram for `Crosstales.Ude.Core.UniversalDetector`:



Public Member Functions

- **UniversalDetector** (int languageFilter)
- virtual void **Feed** (byte[] buf, int offset, int len)
- virtual void **DataEnd** ()
Notify detector that no further data is available.
- virtual void **Reset** ()
Clear internal state of charset detector. In the original interface this method is protected.

Protected Member Functions

- abstract void **Report** (string charset, float confidence)

Protected Attributes

- bool **start**
- bool **gotData**
- bool **done**
- byte **lastChar**
- int **bestGuess**
- int **languageFilter**
- [CharsetProber](#)[] **charsetProbers** = new [CharsetProber](#)[PROBERS_NUM]
- [CharsetProber](#) **escCharsetProber**
- string **detectedCharset**

Static Protected Attributes

- const int **FILTER_CHINESE_SIMPLIFIED** = 1
- const int **FILTER_CHINESE_TRADITIONAL** = 2
- const int **FILTER_JAPANESE** = 4
- const int **FILTER_KOREAN** = 8
- const int **FILTER_NON_CJK** = 16
- const int **FILTER_ALL** = 31
- static int **FILTER_CHINESE**
- static int **FILTER_CJK**
- const float **SHORTCUT_THRESHOLD** = 0.95f
- const float **MINIMUM_THRESHOLD** = 0.20f
- const int **PROBERS_NUM** = 3

5.269.1 Member Function Documentation

5.269.1.1 DataEnd()

```
virtual void Crosstales.Ude.Core.UniversalDetector.DataEnd ( ) [virtual]
```

Notify detector that no further data is available.

5.269.1.2 Reset()

```
virtual void Crosstales.Ude.Core.UniversalDetector.Reset ( ) [virtual]
```

Clear internal state of charset detector. In the original interface this method is protected.

Reimplemented in [Crosstales.Ude.CharsetDetector](#).

5.269.2 Member Data Documentation

5.269.2.1 FILTER_CHINESE

```
int Crosstales.Ude.Core.UniversalDetector.FILTER_CHINESE [static], [protected]
```

Initial value:

```
=  
    FILTER_CHINESE_SIMPLIFIED | FILTER_CHINESE_TRADITIONAL
```

5.269.2.2 FILTER_CJK

```
int Crosstales.Ude.Core.UniversalDetector.FILTER_CJK [static], [protected]
```

Initial value:

```
=  
    FILTER_JAPANESE | FILTER_KOREAN | FILTER_CHINESE_SIMPLIFIED  
    | FILTER_CHINESE_TRADITIONAL
```

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/UniversalDetector.cs

5.270 Crosstales.Radio.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.270.1 Detailed Description

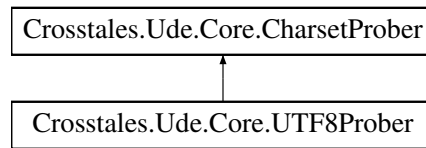
Checks for updates of the asset.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/UpdateCheck.cs

5.271 Crosstales.Ude.Core.UTF8Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.UTF8Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()

Additional Inherited Members

5.271.1 Member Function Documentation

5.271.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.UTF8Prober.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.271.1.2 Reset()

```
override void Crosstales.Ude.Core.UTF8Prober.Reset ( ) [virtual]
```

Reset prober state

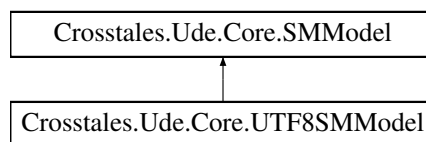
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/UTF8Prober.cs

5.272 Crosstales.Ude.Core.UTF8SMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.UTF8SMMModel:



Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MBCSSM.cs

5.273 Crosstales.NVorbis.Utils Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Utils.cs

5.274 Crosstales.NLayer.Decoder.VBRInfo Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/VBRInfo.cs

5.275 Crosstales.NVorbis.VorbisCodebook Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Codebook.cs

5.276 Crosstales.NVorbis.VorbisFloor Class Reference

Classes

- class **PacketData**

Protected Member Functions

- **VorbisFloor** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Floor.cs

5.277 Crosstales.NVorbis.VorbisMapping Class Reference

Classes

- class **CouplingStep**
- class **Submap**

Protected Member Functions

- **VorbisMapping** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Mapping.cs

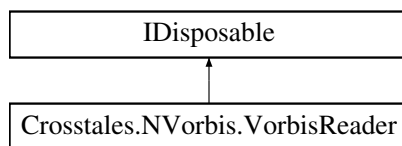
5.278 Crosstales.NVorbis.VorbisMode Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Mode.cs

5.279 Crosstales.NVorbis.VorbisReader Class Reference

Inheritance diagram for Crosstales.NVorbis.VorbisReader:



Public Member Functions

- **VorbisReader** (string fileName)
- **VorbisReader** (Stream stream, bool closeStreamOnDispose)
- **VorbisReader** (IContainerReader containerReader)
- **VorbisReader** (IPacketProvider packetProvider)
- void **Dispose** ()
- int **ReadSamples** (float[] buffer, int offset, int count)
Reads decoded samples from the current logical stream
- void **ClearParameterChange** ()
Clears the parameter change flag so further samples can be requested.
- bool **FindNextStream** ()
Searches for the next stream in a concatenated file
- bool **SwitchStreams** (int index)
Switches to an alternate logical stream.

Properties

- int **Channels** [get]
Gets the number of channels in the current selected Vorbis stream
- int **SampleRate** [get]
Gets the sample rate of the current selected Vorbis stream
- int **UpperBitrate** [get]
Gets the encoder's upper bitrate of the current selected Vorbis stream
- int **NominalBitrate** [get]
Gets the encoder's nominal bitrate of the current selected Vorbis stream
- int **LowerBitrate** [get]
Gets the encoder's lower bitrate of the current selected Vorbis stream
- string **Vendor** [get]
Gets the encoder's vendor string for the current selected Vorbis stream
- string[] **Comments** [get]
Gets the comments in the current selected Vorbis stream
- bool **IsParameterChange** [get]
Gets whether the previous short sample count was due to a parameter change in the stream.
- long **ContainerOverheadBits** [get]
Gets the number of bits read that are related to framing and transport alone
- bool **ClipSamples** [get, set]
Gets or sets whether to automatically apply clipping to samples returned by [VorbisReader.ReadSamples](#).
- IVorbisStreamStatus[] **Stats** [get]

- Gets stats from each decoder stream available*
- int [StreamIndex](#) [get]
 - Gets the currently-selected stream's index*
- int [StreamCount](#) [get]
 - Returns the number of logical streams found so far in the physical container*
- TimeSpan [DecodedTime](#) [get, set]
 - Gets or Sets the current timestamp of the decoder. Is the timestamp before the next sample to be decoded*
- long [DecodedPosition](#) [get, set]
 - Gets or Sets the current position of the next sample to be decoded.*
- TimeSpan [TotalTime](#) [get]
 - Gets the total length of the current logical stream*
- long [TotalSamples](#) [get]

5.279.1 Member Function Documentation

5.279.1.1 ClearParameterChange()

```
void Crosstales.NVorbis.VorbisReader.ClearParameterChange ( )
```

Clears the parameter change flag so further samples can be requested.

5.279.1.2 FindNextStream()

```
bool Crosstales.NVorbis.VorbisReader.FindNextStream ( )
```

Searches for the next stream in a concatenated file

Returns

True if a new stream was found, otherwise false.

5.279.1.3 ReadSamples()

```
int Crosstales.NVorbis.VorbisReader.ReadSamples (
    float[] buffer,
    int offset,
    int count )
```

Reads decoded samples from the current logical stream

Parameters

<i>buffer</i>	The buffer to write the samples to
<i>offset</i>	The offset into the buffer to write the samples to
<i>count</i>	The number of samples to write

Returns

The number of samples written

5.279.1.4 SwitchStreams()

```
bool Crosstales.NVorbis.VorbisReader.SwitchStreams (
    int index )
```

Switches to an alternate logical stream.

Parameters

<i>index</i>	The logical stream index to switch to
--------------	---------------------------------------

Returns

True if the properties of the logical stream differ from those of the one previously being decoded. Otherwise, False.

5.279.2 Property Documentation**5.279.2.1 Channels**

```
int Crosstales.NVorbis.VorbisReader.Channels [get]
```

Gets the number of channels in the current selected Vorbis stream

5.279.2.2 ClipSamples

```
bool Crosstales.NVorbis.VorbisReader.ClipSamples [get], [set]
```

Gets or sets whether to automatically apply clipping to samples returned by [VorbisReader.ReadSamples](#).

5.279.2.3 Comments

```
string [] Crosstales.NVorbis.VorbisReader.Comments [get]
```

Gets the comments in the current selected Vorbis stream

5.279.2.4 ContainerOverheadBits

```
long Crosstales.NVorbis.VorbisReader.ContainerOverheadBits [get]
```

Gets the number of bits read that are related to framing and transport alone

5.279.2.5 DecodedPosition

```
long Crosstales.NVorbis.VorbisReader.DecodedPosition [get], [set]
```

Gets or Sets the current position of the next sample to be decoded.

5.279.2.6 DecodedTime

```
TimeSpan Crosstales.NVorbis.VorbisReader.DecodedTime [get], [set]
```

Gets or Sets the current timestamp of the decoder. Is the timestamp before the next sample to be decoded

5.279.2.7 IsParameterChange

```
bool Crosstales.NVorbis.VorbisReader.IsParameterChange [get]
```

Gets whether the previous short sample count was due to a parameter change in the stream.

5.279.2.8 LowerBitrate

```
int Crosstales.NVorbis.VorbisReader.LowerBitrate [get]
```

Gets the encoder's lower bitrate of the current selected Vorbis stream

5.279.2.9 NominalBitrate

```
int Crosstales.NVorbis.VorbisReader.NominalBitrate [get]
```

Gets the encoder's nominal bitrate of the current selected Vorbis stream

5.279.2.10 SampleRate

```
int Crosstales.NVorbis.VorbisReader.SampleRate [get]
```

Gets the sample rate of the current selected Vorbis stream

5.279.2.11 Stats

```
IVorbisStreamStatus [ ] Crosstales.NVorbis.VorbisReader.Stats [get]
```

Gets stats from each decoder stream available

5.279.2.12 StreamCount

```
int Crosstales.NVorbis.VorbisReader.StreamCount [get]
```

Returns the number of logical streams found so far in the physical container

5.279.2.13 StreamIndex

```
int Crosstales.NVorbis.VorbisReader.StreamIndex [get]
```

Gets the currently-selected stream's index

5.279.2.14 TotalTime

```
TimeSpan Crosstales.NVorbis.VorbisReader.TotalTime [get]
```

Gets the total length of the current logical stream

5.279.2.15 UpperBitrate

```
int Crosstales.NVorbis.VorbisReader.UpperBitrate [get]
```

Gets the encoder's upper bitrate of the current selected Vorbis stream

5.279.2.16 Vendor

```
string Crosstales.NVorbis.VorbisReader.Vendor [get]
```

Gets the encoder's vendor string for the current selected Vorbis stream

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisReader.cs

5.280 Crosstales.NVorbis.VorbisResidue Class Reference

Protected Member Functions

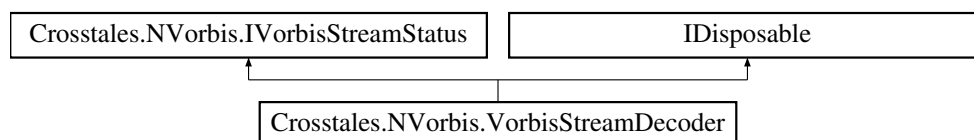
- **VorbisResidue** ([VorbisStreamDecoder](#) vorbis)
- float[][] **GetResidueBuffer** (int channels)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisResidue.cs

5.281 Crosstales.NVorbis.VorbisStreamDecoder Class Reference

Inheritance diagram for Crosstales.NVorbis.VorbisStreamDecoder:



Public Member Functions

- void **Dispose** ()
- void **ResetStats** ()

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Properties

- int **EffectiveBitRate** [get]
- int **InstantBitRate** [get]
- TimeSpan **PageLatency** [get]
- TimeSpan **PacketLatency** [get]
- TimeSpan **SecondLatency** [get]
- long **OverheadBits** [get]
- long **AudioBits** [get]
- int **PagesRead** [get]
- int **TotalPages** [get]
- bool **Clipped** [get]

5.281.1 Member Function Documentation

5.281.1.1 ResetStats()

```
void Crosstales.NVorbis.VorbisStreamDecoder.ResetStats ( )
```

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Implements [Crosstales.NVorbis.IVorbisStreamStatus](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔StreamDecoder.cs

5.282 Crosstales.NVorbis.VorbisTime Class Reference

Protected Member Functions

- **VorbisTime** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Time.cs

5.283 Crosstales.Common.Audio.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

Static Public Member Functions

- static AudioClip [ToAudioClip](#) (string filePath, string name="wav")
*Load PCM format *.wav audio file and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (Stream stream, string name="wav")
*Load PCM format *.wav audio stream and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (byte[] fileBytes, string name="wav")
Load PCM format byte-array and convert to AudioClip.
- static byte[] [FromAudioClip](#) (AudioClip audioClip)
Convert an AudioClip to a byte-array.
- static byte[] [FromAudioClip](#) (AudioClip audioClip, string filepath, bool saveAsFile=true)
Convert an AudioClip to a byte-array and save it to a file.
- static ushort [BitDepth](#) (AudioClip audioClip)
Calculates the bit depth of an AudioClip.

5.283.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

5.283.2 Member Function Documentation

5.283.2.1 BitDepth()

```
static ushort Crosstales.Common.Audio.WavMaster.BitDepth (
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-----------------------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.283.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (  
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.283.2.3 FromAudioClip() [2/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (  
    AudioClip audioClip,  
    string filepath,  
    bool saveAsFile = true ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)

Returns

AudioClip as byte-array.

5.283.2.4 ToAudioClip() [1/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    byte[] fileBytes,  
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.283.2.5 ToAudioClip() [2/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (
    Stream stream,
    string name = "wav" ) [static]
```

Load PCM format *.wav audio stream and convert to AudioClip.

Parameters

<i>stream</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.283.2.6 ToAudioClip() [3/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (
    string filePath,
    string name = "wav" ) [static]
```

Load PCM format *.wav audio file and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

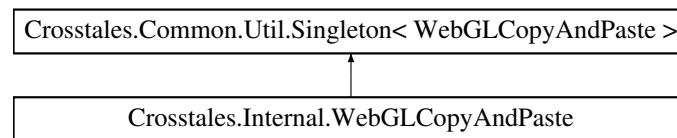
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/Wav↔Master.cs

5.284 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.284.1 Detailed Description

Allows copy and paste in WebGL.

Based on <https://github.com/greggman/unity-webgl-copy-and-paste>

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.285 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

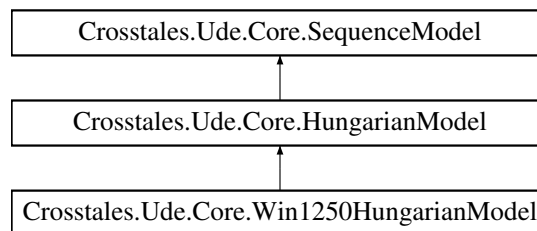
- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.286 Crosstales.Ude.Core.Win1250HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1250HungarianModel:



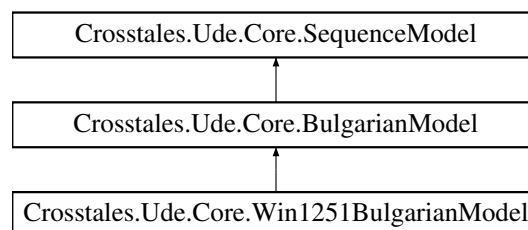
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ HungarianModel.cs

5.287 Crosstales.Ude.Core.Win1251BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1251BulgarianModel:



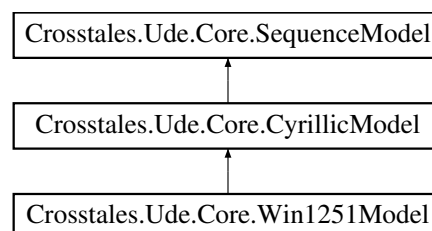
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ BulgarianModel.cs

5.288 Crosstales.Ude.Core.Win1251Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1251Model:



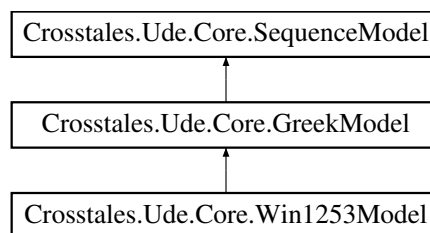
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔CyrillicModel.cs

5.289 Crosstales.Ude.Core.Win1253Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1253Model:



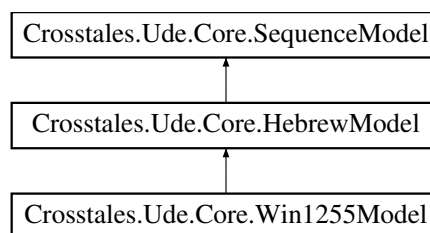
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔GreekModel.cs

5.290 Crosstales.Ude.Core.Win1255Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1255Model:



Additional Inherited Members

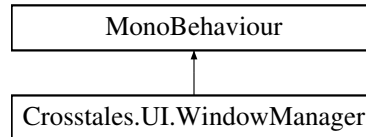
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔HebrewModel.cs

5.291 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).
- bool **ClosedAtStart** = true
Close the window at Start (default: true).

5.291.1 Detailed Description

Manager for a Window.

5.291.2 Member Data Documentation

5.291.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.291.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.291.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Window↵
Manager.cs

5.292 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to an XML-file.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to an XML-string.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.292.1 Detailed Description

Helper-class for XML.

5.292.2 Member Function Documentation

5.292.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
    string filename,
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.292.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.292.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.292.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
    T obj,
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.292.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
    T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-string

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

5.293 Crosstales.Radio.Demo.ZInstaller Class Reference

Installs the 'UI'-package from [Common](#) amd [OnRadio](#).

5.293.1 Detailed Description

Installs the 'UI'-package from [Common](#) amd [OnRadio](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/radio/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity3d.com/threads/radio-mp3-and-ogg-streaming-solution.334604/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/radio/Radio-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 Windows

<https://drive.google.com/file/d/1uvfqDe2dWVGiVjaBqP2mwUvXgZUFIPQP/view?usp=sharing>

6.6.2 macOS

<https://drive.google.com/file/d/1v0-KA2Xik0cat35destgOn8qwoe3xyKS/view?usp=sharing>

6.6.3 Linux

<https://drive.google.com/file/d/1v5VMKx1VrobPtxzRmWuL14yGrpyVreyi/view?usp=sharing>

6.6.4 Android

https://drive.google.com/file/d/1vA4cTEr17N33djUpw9zeHBso4wR_0qvX/view?usp=sharing

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/1ZsxY788w-w?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/E0s0NVRX-ec?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

Index

- Active
 - Crosstales.Common.Util.PlatformController, [362](#)
- AddStationName
 - Crosstales.Radio.Tool.StreamSaver, [514](#)
- AddSymbolsToAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefinesASSET_BUILD
 - [49](#)
- AddTimestamp
 - Crosstales.Radio.Tool.StreamSaver, [514](#)
- AllowOnlyHTTPS
 - Crosstales.Radio.Provider.BaseRadioProvider, [96](#)
- AllPlayedRecords
 - Crosstales.Radio.Util.Context, [145](#)
- AlphaRange
 - Crosstales.Common.Util.RandomColor, [452](#)
- Analyzer
 - Crosstales.Common.Audio.SpectrumVisualizer,
 - [508](#)
- AndroidAPILevel
 - Crosstales.Common.Util.BaseHelper, [77](#)
- APPLICATION_PATH
 - Crosstales.Common.Util.BaseConstants, [53](#)
- Arguments
 - Crosstales.Common.Util.CTProcessStartInfo, [166](#)
- Artist
 - Crosstales.Radio.Model.RecordInfo, [462](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService,
 - [365](#)
 - Crosstales.Radio.OnRadio.Service.Reco2Service,
 - [458](#)
- ASSET_3P_APOLLO_VISUALIZER
 - Crosstales.Radio.Util.Constants, [134](#)
- ASSET_3P_AUDIO_VISUALIZER
 - Crosstales.Radio.Util.Constants, [134](#)
- ASSET_3P_PLAYMAKER
 - Crosstales.Common.Util.BaseConstants, [53](#)
- ASSET_3P_RHYTHM_VISUALIZATOR
 - Crosstales.Radio.Util.Constants, [134](#)
- ASSET_3P_ROCKTOMATE
 - Crosstales.Common.Util.BaseConstants, [53](#)
- ASSET_3P_SOUND_SUITE
 - Crosstales.Radio.Util.Constants, [134](#)
- ASSET_3P_URL
 - Crosstales.Radio.Util.Constants, [135](#)
- ASSET_3P_VISUALIZER_STUDIO
 - Crosstales.Radio.Util.Constants, [135](#)
- ASSET_3P_VOLUMETRIC_AUDIO
 - Crosstales.Common.Util.BaseConstants, [53](#)
- ASSET_API_URL
 - Crosstales.Radio.Util.Constants, [135](#)
- ASSET_AUTHOR
 - Crosstales.Common.Util.BaseConstants, [53](#)
- ASSET_AUTHOR_URL
 - Crosstales.Common.Util.BaseConstants, [53](#)
- ASSET_BUILD
 - Crosstales.Radio.Util.Constants, [135](#)
- ASSET_BWF
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_CHANGED
 - Crosstales.Radio.Util.Constants, [135](#)
- ASSET_CONTACT
 - Crosstales.Radio.Util.Constants, [135](#)
- ASSET_CREATED
 - Crosstales.Radio.Util.Constants, [136](#)
- ASSET_CT_URL
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_DJ
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_FB
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_FORUM_URL
 - Crosstales.Radio.Util.Constants, [136](#)
- ASSET_ID
 - Crosstales.Radio.EditorUtil.EditorConstants, [184](#)
- ASSET_MANUAL_URL
 - Crosstales.Radio.Util.Constants, [136](#)
- ASSET_NAME
 - Crosstales.Radio.Util.Constants, [136](#)
- ASSET_OC
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_PATH
 - Crosstales.Radio.EditorUtil.EditorConfig, [183](#)
- ASSET_PRO_URL
 - Crosstales.Radio.Util.Constants, [136](#)
- ASSET_RADIO
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_RTV
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_DISCORD
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_FACEBOOK
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_LINKEDIN
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_TWITTER
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_YOUTUBE
 - Crosstales.Common.Util.BaseConstants, [55](#)

- ASSET_TB
 - [Crosstales.Common.Util.BaseConstants, 56](#)
- ASSET_TPB
 - [Crosstales.Common.Util.BaseConstants, 56](#)
- ASSET_TPS
 - [Crosstales.Common.Util.BaseConstants, 56](#)
- ASSET_TR
 - [Crosstales.Common.Util.BaseConstants, 56](#)
- ASSET_UID
 - [Crosstales.Radio.EditorUtil.EditorConstants, 184](#)
- ASSET_UPDATE_CHECK_URL
 - [Crosstales.Radio.Util.Constants, 136](#)
- ASSET_URL
 - [Crosstales.Radio.EditorUtil.EditorConstants, 184](#)
- ASSET_VERSION
 - [Crosstales.Radio.Util.Constants, 137](#)
- ASSET_VIDEO_PROMO
 - [Crosstales.Radio.Util.Constants, 137](#)
- ASSET_VIDEO_TUTORIAL
 - [Crosstales.Radio.Util.Constants, 137](#)
- ASSET_WEB_URL
 - [Crosstales.Radio.Util.Constants, 137](#)
- AudioBits
 - [Crosstales.NVorbis.IVorbisStreamStatus, 328](#)
- AudioCodec
 - [Crosstales.Radio.Model.Enum, 29](#)
- AudioCodecForAudioFormat
 - [Crosstales.Radio.Util.Helper, 282](#)
- AudioCodecFromString
 - [Crosstales.Radio.Util.Helper, 282](#)
- AudioFormat
 - [Crosstales.Radio.Model.Enum, 29](#)
- AudioFormatFromString
 - [Crosstales.Radio.Util.Helper, 282](#)
- AudioSources
 - [Crosstales.UI.Audio.AudioSourceController, 46](#)
- AwaitDARStationQuery
 - [Crosstales.Radio.OnRadio.Service.BaseService, 104](#)
- AwaitSongArtQuery
 - [Crosstales.Radio.OnRadio.Service.BaseService, 104](#)
- AwaitStationQuery
 - [Crosstales.Radio.OnRadio.Service.BaseService, 105](#)
- BannerDJ
 - [Crosstales.Radio.EditorUtil.EditorHelper, 186](#)
- BannerOC
 - [Crosstales.Radio.EditorUtil.EditorHelper, 186](#)
- BaseRadioEntry
 - [Crosstales.Radio.Model.Entry.BaseRadioEntry, 90](#)
- BIG5
 - [Crosstales.Ude.Charsets, 121](#)
- BitDepth
 - [Crosstales.Common.Audio.WavMaster, 541](#)
- BitRate
 - [Crosstales.NLayer.IMpegFrame, 298](#)
- Bitrate
 - [Crosstales.Radio.Model.Entry.BaseRadioEntry, 91](#)
 - [Crosstales.Radio.Model.RadioStation, 445](#)
 - [HutongGames.PlayMaker.Actions.RadioPlay, 409](#)
- BitRateIndex
 - [Crosstales.NLayer.IMpegFrame, 298](#)
- BitrateMax
 - [Crosstales.Radio.Model.RadioFilter, 384](#)
- BitrateMin
 - [Crosstales.Radio.Model.RadioFilter, 384](#)
- BitsRead
 - [Crosstales.NVorbis.DataPacket, 179](#)
- BufferProgress
 - [Crosstales.Radio.IPlayer, 308](#)
- BufferSize
 - [Crosstales.Radio.Model.Entry.BaseRadioEntry, 91](#)
 - [Crosstales.Radio.Model.RadioStation, 445](#)
 - [HutongGames.PlayMaker.Actions.RadioPlay, 409](#)
- CacheStreamSize
 - [Crosstales.Radio.IPlayer, 308](#)
 - [HutongGames.PlayMaker.Actions.RadioPlay, 409](#)
- Callsign
 - [Crosstales.Radio.OnRadio.Service.PlaylistService, 365](#)
- CanRead
 - [Crosstales.Common.Util.MemoryCacheStream, 344](#)
- CanSeek
 - [Crosstales.Common.Util.MemoryCacheStream, 344](#)
 - [Crosstales.NVorbis.IContainerReader, 294](#)
 - [Crosstales.NVorbis.IPacketProvider, 304](#)
 - [Crosstales.NVorbis.Ogg.ContainerReader, 144](#)
- CanWrite
 - [Crosstales.Common.Util.MemoryCacheStream, 344](#)
- Capture
 - [Crosstales.Common.Util.CTScreenshot, 168](#)
- CaptureDataStream
 - [Crosstales.Radio.IPlayer, 308](#)
- ChangeInterval
 - [Crosstales.Common.Util.RandomColor, 452](#)
 - [Crosstales.Common.Util.RandomRotator, 454](#)
 - [Crosstales.Common.Util.RandomScaler, 456](#)
- ChangeState
 - [Crosstales.UI.UIWindowManager, 527](#)
- Channel
 - [Crosstales.Common.Audio.FFTAnalyzer, 254](#)
- ChannelMode
 - [Crosstales.NLayer.IMpegFrame, 298](#)
- ChannelModeExtension
 - [Crosstales.NLayer.IMpegFrame, 298](#)
- Channels
 - [Crosstales.NVorbis.VorbisReader, 536](#)
 - [Crosstales.Radio.IPlayer, 309](#)
 - [Crosstales.Radio.Model.RadioStation, 446](#)
- Charset
 - [Crosstales.Ude.ICharsetDetector, 292](#)
- ChunkSize

- Crosstales.Radio.Model.Entry.BaseRadioEntry, [92](#)
- Crosstales.Radio.Model.RadioStation, [446](#)
- HutongGames.PlayMaker.Actions.RadioPlay, [410](#)
- Cities
 - Crosstales.Radio.Model.RadioFilter, [382](#)
- City
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [92](#)
 - Crosstales.Radio.Model.RadioStation, [446](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [365](#)
- CleanUrl
 - Crosstales.Common.Util.NetworkHelper, [349](#)
- ClearParameterChange
 - Crosstales.NVorbis.VorbisReader, [535](#)
- ClearStationsOnLoad
 - Crosstales.Radio.Provider.BaseRadioProvider, [97](#)
- Clipped
 - Crosstales.NVorbis.IVorbisStreamStatus, [328](#)
- ClipSamples
 - Crosstales.NVorbis.VorbisReader, [536](#)
- ClosedAtStart
 - Crosstales.UI.WindowManager, [547](#)
- CMD_WINDOWS_PATH
 - Crosstales.Common.Util.BaseConstants, [56](#)
- Codec
 - Crosstales.Radio.IPlayer, [309](#)
- Comments
 - Crosstales.NVorbis.VorbisReader, [536](#)
- COMPILE_DEFINES
 - Crosstales.Radio.EditorUtil.EditorConfig, [182](#)
- Confidence
 - Crosstales.Ude.ICharsetDetector, [292](#)
- ConnectionLimit
 - Crosstales.Common.Util.CTWebClient, [170](#)
- ContainerBits
 - Crosstales.NVorbis.IPacketProvider, [304](#)
- ContainerOverheadBits
 - Crosstales.NVorbis.VorbisReader, [537](#)
- ContainerReader
 - Crosstales.NVorbis.Ogg.ContainerReader, [141](#)
- CopyFile
 - Crosstales.Common.Util.FileHelper, [255](#)
- CopyPath
 - Crosstales.Common.Util.FileHelper, [256](#)
- CountPlayers
 - Crosstales.Radio.RadioManager, [388](#)
- Countries
 - Crosstales.Radio.Model.RadioFilter, [382](#)
- Country
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [92](#)
 - Crosstales.Radio.Model.RadioStation, [446](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [366](#)
- CountStations
 - Crosstales.Radio.RadioManager, [388](#)
 - Crosstales.Radio.Set.ISet, [317](#)
 - Crosstales.Radio.Set.RadioSet, [430](#)
 - Crosstales.Radio.SimplePlayer, [478](#)
- CreateAsset< T >
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [62](#)
- Created
 - Crosstales.Radio.Model.RecordInfo, [463](#)
- CreateInstance
 - Crosstales.Common.Util.Singleton< T >, [498](#)
- CreateNoWindow
 - Crosstales.Common.Util.CTProcessStartInfo, [166](#)
- CreateString
 - Crosstales.Common.Util.BaseHelper, [70](#)
- Crosstales, [19](#)
- Crosstales.Common, [19](#)
- Crosstales.Common.Audio, [19](#)
- Crosstales.Common.Audio.FFTAnalyzer, [253](#)
- Channel, [254](#)
- Samples, [254](#)
- Crosstales.Common.Audio.SpectrumVisualizer, [508](#)
- Analyzer, [508](#)
- Gain, [508](#)
- LeftToRight, [508](#)
- VisualPrefab, [509](#)
- Width, [509](#)
- Crosstales.Common.Audio.WavMaster, [540](#)
- BitDepth, [541](#)
- FromAudioClip, [541](#), [542](#)
- ToAudioClip, [542](#), [543](#)
- Crosstales.Common.EditorTask, [19](#)
- Crosstales.Common.EditorTask.BaseCompileDefines, [48](#)
- AddSymbolsToAllTargets, [49](#)
- RemoveSymbolsFromAllTargets, [49](#)
- Crosstales.Common.EditorTask.BaseSetupResources, [108](#)
- Crosstales.Common.EditorTask.NYCheck, [353](#)
- Crosstales.Common.EditorTask.SetupResources, [471](#)
- Crosstales.Common.EditorUtil, [20](#)
- Crosstales.Common.EditorUtil.BaseEditorHelper, [61](#)
- CreateAsset< T >, [62](#)
- FindAssetsByType< T >, [63](#)
- GetBuildNameFromBuildTarget, [63](#)
- GetBuildTargetForBuildName, [63](#)
- InstantiatePrefab, [64](#)
- IsValidBuildTarget, [64](#)
- ReadOnlyTextField, [64](#)
- RefreshAssetDatabase, [64](#)
- RestartUnity, [65](#)
- SeparatorUI, [65](#)
- Crosstales.Common.Model, [20](#)
- Crosstales.Common.Model.Enum, [20](#)
- Platform, [20](#)
- SampleRate, [20](#)
- Crosstales.Common.Util, [21](#)
- Crosstales.Common.Util.BackgroundController, [48](#)
- Objects, [48](#)
- Crosstales.Common.Util.BaseConstants, [50](#)
- APPLICATION_PATH, [53](#)
- ASSET_3P_PLAYMAKER, [53](#)

- ASSET_3P_ROCKTOMATE, [53](#)
- ASSET_3P_VOLUMETRIC_AUDIO, [53](#)
- ASSET_AUTHOR, [53](#)
- ASSET_AUTHOR_URL, [53](#)
- ASSET_BWF, [54](#)
- ASSET_CT_URL, [54](#)
- ASSET_DJ, [54](#)
- ASSET_FB, [54](#)
- ASSET_OC, [54](#)
- ASSET_RADIO, [54](#)
- ASSET_RTV, [55](#)
- ASSET_SOCIAL_DISCORD, [55](#)
- ASSET_SOCIAL_FACEBOOK, [55](#)
- ASSET_SOCIAL_LINKEDIN, [55](#)
- ASSET_SOCIAL_TWITTER, [55](#)
- ASSET_SOCIAL_YOUTUBE, [55](#)
- ASSET_TB, [56](#)
- ASSET_TPB, [56](#)
- ASSET_TPS, [56](#)
- ASSET_TR, [56](#)
- CMD_WINDOWS_PATH, [56](#)
- DEV_DEBUG, [56](#)
- FACTOR_GB, [57](#)
- FACTOR_KB, [57](#)
- FACTOR_MB, [57](#)
- FLOAT_32768, [57](#)
- FLOAT_TOLERANCE, [57](#)
- FORMAT_NO_DECIMAL_PLACES, [57](#)
- FORMAT_PERCENT, [58](#)
- FORMAT_TWO_DECIMAL_PLACES, [58](#)
- PATH_DELIMITER_UNIX, [58](#)
- PATH_DELIMITER_WINDOWS, [58](#)
- PREFIX_FILE, [60](#)
- PROCESS_KILL_TIME, [58](#)
- SHOW_BWF_BANNER, [58](#)
- SHOW_DJ_BANNER, [59](#)
- SHOW_FB_BANNER, [59](#)
- SHOW_OC_BANNER, [59](#)
- SHOW_RADIO_BANNER, [59](#)
- SHOW_RTV_BANNER, [59](#)
- SHOW_TB_BANNER, [59](#)
- SHOW_TPB_BANNER, [60](#)
- SHOW_TPS_BANNER, [60](#)
- SHOW_TR_BANNER, [60](#)
- Crosstales.Common.Util.BaseHelper, [68](#)
 - AndroidAPILevel, [77](#)
 - CreateString, [70](#)
 - CurrentPlatform, [77](#)
 - FormatBytesToHRF, [70](#)
 - FormatSecondsToHourMinSec, [71](#)
 - FormatSecondsToHRF, [71](#)
 - GenerateLoremIpsum, [71](#)
 - GetArgument, [72](#)
 - GetArguments, [72](#)
 - HSVToRGB, [72](#)
 - InvokeMethod, [73](#)
 - isAndroidPlatform, [77](#)
 - isAppleBasedPlatform, [75](#)
 - isEditor, [75](#)
 - isEditorMode, [75](#)
 - isIL2CPP, [77](#)
 - isIOSBasedPlatform, [75](#)
 - isIOSPlatform, [78](#)
 - isLinuxEditor, [78](#)
 - isLinuxPlatform, [78](#)
 - isMacOSEditor, [78](#)
 - isMacOSPlatform, [79](#)
 - isMobilePlatform, [75](#)
 - ISO639ToLanguage, [73](#)
 - isPS4Platform, [79](#)
 - isStandalonePlatform, [76](#)
 - isTvOSPlatform, [79](#)
 - isWebGLPlatform, [79](#)
 - isWebPlatform, [76](#)
 - isWindowsBasedPlatform, [76](#)
 - isWindowsEditor, [80](#)
 - isWindowsPlatform, [80](#)
 - isWSABasedPlatform, [76](#)
 - isWSAPlatform, [80](#)
 - isXboxOnePlatform, [80](#)
 - LanguageToISO639, [74](#)
 - SplitStringToLines, [74](#)
- Crosstales.Common.Util.CTHelper, [149](#)
- Crosstales.Common.Util.CTHelperEditor, [149](#)
- Crosstales.Common.Util.CTPCompileDefines, [150](#)
- Crosstales.Common.Util.CTPPlayerPrefs, [150](#)
 - DeleteAll, [151](#)
 - DeleteKey, [151](#)
 - GetBool, [152](#)
 - GetColor, [152](#)
 - GetDate, [152](#)
 - GetFloat, [153](#)
 - GetInt, [153](#)
 - GetLanguage, [154](#)
 - GetQuaternion, [154](#)
 - GetString, [154](#)
 - GetVector2, [155](#)
 - GetVector3, [155](#)
 - GetVector4, [155](#)
 - HasKey, [156](#)
 - Save, [156](#)
 - SetBool, [156](#)
 - SetColor, [157](#)
 - SetDate, [157](#)
 - SetFloat, [157](#)
 - SetInt, [157](#)
 - SetLanguage, [158](#)
 - SetQuaternion, [158](#)
 - GetString, [158](#)
 - SetVector2, [159](#)
 - SetVector3, [159](#)
 - SetVector4, [159](#)
- Crosstales.Common.Util.CTPMacOSPostProcessor, [160](#)
- Crosstales.Common.Util.CTPProcess, [160](#)
 - ExitCode, [163](#)

- ExitTime, [163](#)
- Handle, [163](#)
- HasExited, [163](#)
- Id, [164](#)
- isBusy, [164](#)
- Kill, [162](#)
- StandardError, [164](#)
- StandardOutput, [164](#)
- Start, [162](#), [163](#)
- StartInfo, [164](#)
- StartTime, [164](#)
- Crosstales.Common.Util.CTProcessStartInfo, [165](#)
 - Arguments, [166](#)
 - CreateNoWindow, [166](#)
 - FileName, [166](#)
 - RedirectStandardError, [166](#)
 - RedirectStandardOutput, [166](#)
 - StandardErrorEncoding, [166](#)
 - StandardOutputEncoding, [167](#)
 - UseCmdExecute, [167](#)
 - UseShellExecute, [167](#)
 - UseThread, [167](#)
 - WorkingDirectory, [167](#)
- Crosstales.Common.Util.CTScreenshot, [168](#)
 - Capture, [168](#)
 - KeyCode, [169](#)
 - Prefix, [169](#)
 - Scale, [169](#)
- Crosstales.Common.Util.CTWebClient, [169](#)
 - ConnectionLimit, [170](#)
 - Timeout, [170](#)
- Crosstales.Common.Util.FileHelper, [254](#)
 - CopyFile, [255](#)
 - CopyPath, [256](#)
 - FileHasInvalidChars, [256](#)
 - GetDirectories, [256](#)
 - GetDrives, [257](#)
 - GetFiles, [257](#)
 - GetFilesForName, [257](#)
 - OpenFile, [258](#)
 - PathHasInvalidChars, [258](#)
 - ShowFile, [258](#)
 - ShowPath, [259](#)
 - StreamingAssetsPath, [260](#)
 - ValidateFile, [259](#)
 - ValidatePath, [259](#)
- Crosstales.Common.Util.MemoryCacheStream, [343](#)
 - CanRead, [344](#)
 - CanSeek, [344](#)
 - CanWrite, [344](#)
 - Length, [345](#)
 - MemoryCacheStream, [344](#)
 - Position, [345](#)
- Crosstales.Common.Util.NetworkHelper, [348](#)
 - CleanUrl, [349](#)
 - GetIP, [349](#)
 - isInternetAvailable, [351](#)
 - isValidURL, [350](#)
 - OpenURL, [350](#)
 - RemoteCertificateValidationCallback, [350](#)
 - ValidURLFromFilePath, [351](#)
- Crosstales.Common.Util.PlatformController, [361](#)
 - Active, [362](#)
 - Objects, [362](#)
 - Platforms, [362](#)
- Crosstales.Common.Util.RandomColor, [452](#)
 - AlphaRange, [452](#)
 - ChangeInterval, [452](#)
 - GrayScale, [453](#)
 - HueRange, [453](#)
 - Material, [453](#)
 - SaturationRange, [453](#)
 - UseInterval, [453](#)
 - ValueRange, [453](#)
- Crosstales.Common.Util.RandomRotator, [454](#)
 - ChangeInterval, [454](#)
 - RandomChangeIntervalPerAxis, [455](#)
 - RandomRotationAtStart, [455](#)
 - SpeedMax, [455](#)
 - SpeedMin, [455](#)
 - UseInterval, [455](#)
- Crosstales.Common.Util.RandomScaler, [456](#)
 - ChangeInterval, [456](#)
 - ScaleMax, [456](#)
 - ScaleMin, [456](#)
 - Uniform, [457](#)
 - UseInterval, [457](#)
- Crosstales.Common.Util.Singleton< T >, [497](#)
 - CreateInstance, [498](#)
 - DeleteInstance, [498](#)
 - DontDestroy, [499](#)
 - GameObjectName, [499](#)
 - Instance, [499](#)
 - PrefabPath, [499](#)
- Crosstales.Common.Util.SingletonHelper, [500](#)
- Crosstales.Common.Util.SurviveSceneSwitch, [516](#)
 - Survivors, [517](#)
- Crosstales.Common.Util.XmlHelper, [548](#)
 - DeserializeFromFile< T >, [548](#)
 - DeserializeFromResource< T >, [549](#)
 - DeserializeFromString< T >, [549](#)
 - SerializeToFile< T >, [549](#)
 - SerializeToString< T >, [550](#)
- Crosstales.ExtensionMethods, [197](#)
 - CTAddNewLines, [203](#)
 - CTAddRange< K, V >, [203](#)
 - CTClearLineEndings, [204](#)
 - CTClearSpaces, [204](#)
 - CTClearTags, [204](#)
 - CTColorRGB, [205](#)
 - CTColorRGBA, [205](#)
 - CTContains, [205](#)
 - CTContainsAll, [206](#)
 - CTContainsAny, [206](#)
 - CTCorrectLossyScale, [207](#)
 - CTDump, [207](#), [208](#), [210](#)

- CTDump< K, V >, [212](#)
- CTDump< T >, [212](#), [213](#)
- CTEndsWith, [213](#)
- CTEquals, [213](#)
- CTFind, [214](#), [215](#)
- CTFind< T >, [215](#), [216](#)
- CTFindAll, [216](#)
- CTFindAll< T >, [217](#)
- CTFlatten, [217](#)
- CTFlipHorizontal, [217](#)
- CTFlipVertical, [218](#)
- CTFromBase64, [218](#)
- CTFromBase64ToByteArray, [218](#)
- CTGetBottom, [219](#)
- CTGetBounds, [219](#), [220](#)
- CTGetLeft, [220](#)
- CTGetLocalCorners, [220](#), [221](#)
- CTGetLRTB, [221](#)
- CTGetRight, [222](#)
- CTGetScreenCorners, [222](#)
- CTGetTop, [224](#)
- CTHasActiveClip, [224](#)
- CTHasInvalidChars, [224](#)
- CTHasLineEndings, [226](#)
- CTHexToColor, [226](#)
- CTHexToColor32, [226](#)
- CTHexToString, [228](#)
- CTIndexOf, [228](#)
- CTIsAlphanumeric, [229](#)
- CTIsCreditcard, [229](#)
- CTIsEmail, [230](#)
- CTIsInteger, [230](#)
- CTIsIPv4, [230](#)
- CTIsNumeric, [231](#)
- CTIsVisibleFrom, [231](#)
- CTIsWebsite, [231](#)
- CTLastIndexOf, [232](#)
- CTMultiply, [232](#), [233](#)
- CTQuaternion, [233](#), [234](#)
- CTReadFully, [234](#)
- CTRemoveNewLines, [234](#)
- CTReplace, [235](#)
- CTReverse, [235](#)
- CTRotate180, [236](#)
- CTRotate270, [236](#)
- CTRotate90, [236](#)
- CTSetBottom, [238](#)
- CTSetLeft, [238](#)
- CTSetLRTB, [238](#)
- CTSetRight, [239](#)
- CTSetTop, [239](#)
- CTShuffle< T >, [239](#), [240](#)
- CTStartsWith, [240](#)
- CTToBase64, [240](#), [241](#)
- CTToByteArray, [241](#)
- CTToEXR, [242](#)
- CTToFloatArray, [242](#)
- CTToHex, [243](#)
- CTToHexRGB, [243](#), [244](#)
- CTToHexRGBA, [244](#)
- CTToJPG, [245](#)
- CTToPNG, [245](#), [247](#)
- CTToSprite, [247](#)
- CTToString, [248](#)
- CTToString< T >, [248](#)
- CTToTexture, [249](#)
- CTToTexture2D, [249](#), [250](#)
- CTToTGA, [250](#)
- CTToTitleCase, [251](#)
- CTVector3, [251](#), [252](#)
- CTVector4, [252](#), [253](#)
- Crosstales.Internal, [22](#)
- Crosstales.Internal.WebGLCopyAndPaste, [544](#)
- Crosstales.Internal.WebGLCopyAndPasteAPI, [544](#)
- Crosstales.NLayer, [22](#)
- Crosstales.NLayer.Decoder, [22](#)
- Crosstales.NLayer.Decoder.BitReservoir, [111](#)
- Crosstales.NLayer.Decoder.FrameBase, [261](#)
 - Validate, [262](#)
- Crosstales.NLayer.Decoder.Huffman, [287](#)
- Crosstales.NLayer.Decoder.ID3Frame, [295](#)
 - Validate, [296](#)
- Crosstales.NLayer.Decoder.LayerDecoderBase, [335](#)
- Crosstales.NLayer.Decoder.LayerIDecoder, [335](#)
- Crosstales.NLayer.Decoder.LayerIIDecoder, [336](#)
- Crosstales.NLayer.Decoder.LayerIIDecoderBase, [336](#)
- Crosstales.NLayer.Decoder.LayerIIIDecoder, [337](#)
- Crosstales.NLayer.Decoder.MpegFrame, [346](#)
 - ReadBits, [347](#)
 - Reset, [347](#)
 - Validate, [347](#)
- Crosstales.NLayer.Decoder.MpegStreamReader, [348](#)
- Crosstales.NLayer.Decoder.RiffHeaderFrame, [465](#)
 - Validate, [466](#)
- Crosstales.NLayer.Decoder.VBRInfo, [532](#)
- Crosstales.NLayer.IMpegFrame, [296](#)
 - BitRate, [298](#)
 - BitRateIndex, [298](#)
 - ChannelMode, [298](#)
 - ChannelModeExtension, [298](#)
 - FrameLength, [299](#)
 - HasCrc, [299](#)
 - IsCopyrighted, [299](#)
 - IsCorrupted, [299](#)
 - Layer, [299](#)
 - ReadBits, [297](#)
 - Reset, [298](#)
 - SampleCount, [299](#)
 - SampleRate, [300](#)
 - SampleRateIndex, [300](#)
 - Version, [300](#)
- Crosstales.NLayer.MpegFile, [345](#)
- Crosstales.NLayer.MpegFrameDecoder, [348](#)
- Crosstales.NVorbis, [23](#)
- Crosstales.NVorbis.DataPacket, [171](#)
 - BitsRead, [179](#)

- DataPacket, [173](#)
- Done, [173](#)
- GetFlag, [174](#)
- GranuleCount, [179](#)
- GranulePosition, [179](#)
- HasGranuleCount, [173](#)
- IsEndOfStream, [173](#), [179](#)
- IsResync, [173](#), [180](#)
- IsShort, [173](#)
- Length, [180](#)
- PacketFlags, [173](#)
- PageGranulePosition, [180](#)
- PeekByte, [174](#)
- Read, [174](#)
- ReadBit, [175](#)
- ReadBits, [175](#)
- ReadByte, [175](#)
- ReadBytes, [175](#)
- ReadInt16, [176](#)
- ReadInt32, [176](#)
- ReadInt64, [176](#)
- ReadNextByte, [176](#)
- ReadUInt16, [177](#)
- ReadUInt32, [177](#)
- ReadUInt64, [177](#)
- ResetBitReader, [177](#)
- SetFlag, [178](#)
- SkipBits, [178](#)
- SkipBytes, [178](#)
- TryPeekBits, [178](#)
- User1, [173](#)
- User2, [173](#)
- User3, [173](#)
- User4, [173](#)
- Crosstales.NVorbis.Huffman, [288](#)
- Crosstales.NVorbis.HuffmanListNode, [288](#)
- Crosstales.NVorbis.IContainerReader, [292](#)
 - CanSeek, [294](#)
 - FindNextStream, [293](#)
 - GetTotalPageCount, [293](#)
 - Init, [294](#)
 - NewStream, [295](#)
 - PagesRead, [294](#)
 - StreamSerials, [294](#)
 - WasteBits, [295](#)
- Crosstales.NVorbis.IPacketProvider, [300](#)
 - CanSeek, [304](#)
 - ContainerBits, [304](#)
 - FindPacket, [301](#)
 - GetGranuleCount, [302](#)
 - GetNextPacket, [302](#)
 - GetPacket, [302](#)
 - GetTotalPageCount, [303](#)
 - ParameterChange, [305](#)
 - PeekNextPacket, [303](#)
 - SeekToPacket, [304](#)
 - StreamSerial, [304](#)
- Crosstales.NVorbis.IVorbisStreamStatus, [327](#)
- AudioBits, [328](#)
- Clipped, [328](#)
- EffectiveBitRate, [328](#)
- InstantBitRate, [328](#)
- OverheadBits, [328](#)
- PacketLatency, [329](#)
- PageLatency, [329](#)
- PagesRead, [329](#)
- ResetStats, [328](#)
- SecondLatency, [329](#)
- TotalPages, [329](#)
- Crosstales.NVorbis.Mdct, [343](#)
- Crosstales.NVorbis.NewStreamEventArgs, [351](#)
 - IgnoreStream, [352](#)
 - NewStreamEventArgs, [352](#)
 - PacketProvider, [352](#)
- Crosstales.NVorbis.Ogg, [23](#)
- Crosstales.NVorbis.Ogg.ContainerReader, [140](#)
 - CanSeek, [144](#)
 - ContainerReader, [141](#)
 - Dispose, [142](#)
 - FindNextStream, [142](#)
 - GetStream, [142](#)
 - GetTotalPageCount, [143](#)
 - Init, [143](#)
 - NewStream, [144](#)
 - PagesRead, [144](#)
 - StreamSerials, [143](#)
 - WasteBits, [144](#)
- Crosstales.NVorbis.Ogg.Crc, [146](#)
- Crosstales.NVorbis.Ogg.Packet, [355](#)
 - Done, [355](#)
 - ReadNextByte, [356](#)
- Crosstales.NVorbis.Ogg.PacketReader, [356](#)
 - FindPacket, [357](#)
 - GetGranuleCount, [357](#)
 - GetNextPacket, [358](#)
 - GetPacket, [358](#)
 - GetTotalPageCount, [358](#)
 - PeekNextPacket, [359](#)
 - SeekToPacket, [359](#)
- Crosstales.NVorbis.ParameterChangeEventArgs, [360](#)
 - FirstPacket, [361](#)
 - ParameterChangeEventArgs, [360](#)
- Crosstales.NVorbis.RingBuffer, [466](#)
- Crosstales.NVorbis.Utils, [532](#)
- Crosstales.NVorbis.VorbisCodebook, [533](#)
- Crosstales.NVorbis.VorbisFloor, [533](#)
- Crosstales.NVorbis.VorbisMapping, [533](#)
- Crosstales.NVorbis.VorbisMode, [533](#)
- Crosstales.NVorbis.VorbisReader, [534](#)
 - Channels, [536](#)
 - ClearParameterChange, [535](#)
 - ClipSamples, [536](#)
 - Comments, [536](#)
 - ContainerOverheadBits, [537](#)
 - DecodedPosition, [537](#)
 - DecodedTime, [537](#)

- FindNextStream, [535](#)
- IsParameterChange, [537](#)
- LowerBitrate, [537](#)
- NominalBitrate, [537](#)
- ReadSamples, [535](#)
- SampleRate, [538](#)
- Stats, [538](#)
- StreamCount, [538](#)
- StreamIndex, [538](#)
- SwitchStreams, [536](#)
- TotalTime, [538](#)
- UpperBitrate, [538](#)
- Vendor, [539](#)
- Crosstales.NVorbis.VorbisResidue, [539](#)
- Crosstales.NVorbis.VorbisStreamDecoder, [539](#)
 - ResetStats, [540](#)
- Crosstales.NVorbis.VorbisTime, [540](#)
- Crosstales.Radio, [24](#)
- Crosstales.Radio.Apollo, [24](#)
- Crosstales.Radio.Apollo.ShowMore, [472](#)
- Crosstales.Radio.AudioEndEvent, [42](#)
- Crosstales.Radio.AudioStartEvent, [47](#)
- Crosstales.Radio.AudioVisualizer, [25](#)
- Crosstales.Radio.AudioVisualizer.ShowMore, [471](#)
- Crosstales.Radio.BasePlayer, [81](#)
 - isAnyAudioPlaying, [85](#)
 - isAnyPlayback, [85](#)
 - Mute, [83](#)
 - MuteOrUnMute, [84](#)
 - OnAudioEnd, [86](#)
 - OnAudioPlayTimeUpdate, [86](#)
 - OnAudioStart, [86](#)
 - OnBufferingEnd, [86](#)
 - OnBufferingProgressUpdate, [86](#)
 - OnBufferingStart, [87](#)
 - OnErrorInfo, [87](#)
 - OnNextRecordChange, [87](#)
 - OnNextRecordDelayUpdate, [87](#)
 - OnPlaybackEnd, [87](#)
 - OnPlaybackStart, [87](#)
 - OnRecordChange, [88](#)
 - OnRecordPlayTimeUpdate, [88](#)
 - Play, [84](#)
 - PlayOrStop, [84](#)
 - Restart, [84](#)
 - Stop, [85](#)
 - UnMute, [85](#)
- Crosstales.Radio.BufferingEndEvent, [112](#)
- Crosstales.Radio.BufferingStartEvent, [112](#)
- Crosstales.Radio.Demo, [25](#)
- Crosstales.Radio.Demo.ComplexObject, [126](#)
- Crosstales.Radio.Demo.EventTester, [197](#)
- Crosstales.Radio.Demo.GUIMain, [265](#)
- Crosstales.Radio.Demo.GUIPlayOwnRadio, [268](#)
 - PlayColor, [269](#)
 - Player, [269](#)
 - Retries, [269](#)
- Crosstales.Radio.Demo.GUIPlayRadio, [270](#)
- PlayColor, [271](#)
- Player, [271](#)
- Crosstales.Radio.Demo.GUIPlayStation, [271](#)
 - PlayColor, [272](#)
 - Player, [272](#)
 - RowLength, [273](#)
 - Service, [273](#)
- Crosstales.Radio.Demo.GUIRadioplayer, [273](#)
 - ItemPrefab, [274](#)
 - Manager, [275](#)
- Crosstales.Radio.Demo.GUIRadioStatic, [275](#)
 - PlayColor, [276](#)
 - Player, [276](#)
 - Retries, [276](#)
- Crosstales.Radio.Demo.KeyboardController, [330](#)
- Crosstales.Radio.Demo.SceneSwitcher, [468](#)
 - Switch, [468](#)
- Crosstales.Radio.Demo.TestAllStations, [517](#)
- Crosstales.Radio.Demo.ZInstaller, [550](#)
- Crosstales.Radio.EditorExtension, [25](#)
- Crosstales.Radio.EditorExtension.BaseRadioProviderEditor, [98](#)
- Crosstales.Radio.EditorExtension.CrossFaderEditor, [147](#)
- Crosstales.Radio.EditorExtension.LoudspeakerEditor, [340](#)
- Crosstales.Radio.EditorExtension.RadioManagerEditor, [404](#)
- Crosstales.Radio.EditorExtension.RadioPlayerEditor, [415](#)
- Crosstales.Radio.EditorExtension.RadioProviderResourceEditor, [421](#)
- Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor, [423](#)
- Crosstales.Radio.EditorExtension.RadioProviderURLEditor, [425](#)
- Crosstales.Radio.EditorExtension.RadioProviderUserEditor, [428](#)
- Crosstales.Radio.EditorExtension.RadioSetEditor, [439](#)
- Crosstales.Radio.EditorExtension.SimplePlayerEditor, [491](#)
- Crosstales.Radio.EditorExtension.StreamSaverEditor, [515](#)
- Crosstales.Radio.EditorIntegration, [26](#)
- Crosstales.Radio.EditorIntegration.ConfigBase, [130](#)
- Crosstales.Radio.EditorIntegration.ConfigPreferences, [130](#)
- Crosstales.Radio.EditorIntegration.ConfigWindow, [131](#)
- Crosstales.Radio.EditorIntegration.CrossFaderGameObject, [148](#)
- Crosstales.Radio.EditorIntegration.CrossFaderMenu, [148](#)
- Crosstales.Radio.EditorIntegration.LoudspeakerGameObject, [340](#)
- Crosstales.Radio.EditorIntegration.LoudspeakerMenu, [340](#)
- Crosstales.Radio.EditorIntegration.RadioGameObject, [385](#)

- Crosstales.Radio.EditorIntegration.RadioMenu, [408](#)
- Crosstales.Radio.EditorIntegration.StreamSaverGameObject, [516](#)
- Crosstales.Radio.EditorIntegration.StreamSaverMenu, [516](#)
- Crosstales.Radio.EditorTask, [27](#)
 - UpdateStatus, [27](#)
- Crosstales.Radio.EditorTask.AAAConfigLoader, [41](#)
- Crosstales.Radio.EditorTask.CompileDefines, [124](#)
- Crosstales.Radio.EditorTask.Launch, [334](#)
- Crosstales.Radio.EditorTask.SetAndroid, [470](#)
- Crosstales.Radio.EditorTask.SetupResources, [470](#)
- Crosstales.Radio.EditorTask.UpdateCheck, [530](#)
- Crosstales.Radio.EditorUtil, [27](#)
- Crosstales.Radio.EditorUtil.EditorConfig, [180](#)
 - ASSET_PATH, [183](#)
 - COMPILE_DEFINES, [182](#)
 - HIERARCHY_ICON, [182](#)
 - isLoading, [182](#)
 - Load, [181](#)
 - PREFAB_AUTOLOAD, [182](#)
 - PREFAB_PATH, [182](#)
 - Reset, [181](#)
 - Save, [181](#)
 - UPDATE_CHECK, [183](#)
- Crosstales.Radio.EditorUtil.EditorConstants, [183](#)
 - ASSET_ID, [184](#)
 - ASSET_UID, [184](#)
 - ASSET_URL, [184](#)
 - PREFAB_SUBPATH, [185](#)
- Crosstales.Radio.EditorUtil.EditorHelper, [185](#)
 - BannerDJ, [186](#)
 - BannerOC, [186](#)
 - GO_ID, [187](#)
 - InstantiatePrefab, [186](#)
 - MENU_ID, [187](#)
- Crosstales.Radio.ErrorEvent, [187](#)
- Crosstales.Radio.FilterChangeEvent, [260](#)
- Crosstales.Radio.IPlayer, [305](#)
 - BufferProgress, [308](#)
 - CacheStreamSize, [308](#)
 - CaptureDataStream, [308](#)
 - Channels, [309](#)
 - Codec, [309](#)
 - CurrentBufferSize, [309](#)
 - CurrentDownloadSpeed, [309](#)
 - DataStream, [309](#)
 - HandleFocus, [310](#)
 - isAudioPlaying, [310](#)
 - isBuffering, [310](#)
 - isMuted, [310](#)
 - isPlayback, [310](#)
 - LegacyMode, [311](#)
 - Mute, [307](#)
 - MuteOrUnmute, [307](#)
 - NextRecordDelay, [311](#)
 - NextRecordInfo, [311](#)
 - Pitch, [311](#)
 - Play, [307](#)
 - PlayOrStop, [307](#)
 - PlayTime, [312](#)
 - RecordInfo, [312](#)
 - RecordPlayTime, [312](#)
 - Restart, [307](#)
 - SampleRate, [312](#)
 - Source, [312](#)
 - Station, [313](#)
 - StereoPan, [313](#)
 - Stop, [308](#)
 - Unmute, [308](#)
 - Volume, [313](#)
- Crosstales.Radio.Model, [28](#)
- Crosstales.Radio.Model.Entry, [28](#)
- Crosstales.Radio.Model.Entry.BaseRadioEntry, [89](#)
 - BaseRadioEntry, [90](#)
 - Bitrate, [91](#)
 - BufferSize, [91](#)
 - ChunkSize, [92](#)
 - City, [92](#)
 - Country, [92](#)
 - Description, [92](#)
 - EnableSource, [92](#)
 - ExcludedCodec, [92](#)
 - ForceName, [93](#)
 - Format, [93](#)
 - Genres, [93](#)
 - Icon, [93](#)
 - IconUrl, [93](#)
 - isInitialized, [93](#)
 - Language, [94](#)
 - Name, [94](#)
 - Rating, [94](#)
 - Station, [94](#)
- Crosstales.Radio.Model.Entry.RadioEntryResource, [371](#)
 - DataFormat, [372](#)
 - RadioEntryResource, [372](#)
 - ReadNumberOfStations, [372](#)
 - Resource, [372](#)
- Crosstales.Radio.Model.Entry.RadioEntryShoutcast, [373](#)
 - RadioEntryShoutcast, [373](#)
 - ShoutcastID, [374](#)
- Crosstales.Radio.Model.Entry.RadioEntryURL, [374](#)
 - DataFormat, [376](#)
 - FinalURL, [376](#)
 - Prefix, [376](#)
 - RadioEntryURL, [375](#)
 - ReadNumberOfStations, [376](#)
 - URL, [376](#)
- Crosstales.Radio.Model.Entry.RadioEntryUser, [377](#)
 - DataFormat, [379](#)
 - FinalPath, [380](#)
 - LoadOnlyOnce, [379](#)
 - Path, [379](#)
 - Prefix, [379](#)

- RadioEntryUser, [377](#)
- ReadNumberOfStations, [379](#)
- Resource, [379](#)
- Crosstales.Radio.Model.Enum, [28](#)
 - AudioCodec, [29](#)
 - AudioFormat, [29](#)
 - DataFormatResource, [29](#)
 - DataFormatURL, [29](#)
 - PathPrefix, [29](#)
 - URLPrefix, [29](#)
- Crosstales.Radio.Model.RadioFilter, [380](#)
 - BitrateMax, [384](#)
 - BitrateMin, [384](#)
 - Cities, [382](#)
 - Countries, [382](#)
 - ExcludeUnsupportedCodecs, [382](#)
 - Format, [382](#)
 - Genres, [382](#)
 - isFiltering, [383](#)
 - Languages, [383](#)
 - Limit, [383](#)
 - Names, [383](#)
 - RadioFilter, [381](#), [382](#)
 - RatingMax, [384](#)
 - RatingMin, [384](#)
 - Stations, [384](#)
 - Urls, [384](#)
- Crosstales.Radio.Model.RadioStation, [439](#)
 - Bitrate, [445](#)
 - BufferSize, [445](#)
 - Channels, [446](#)
 - ChunkSize, [446](#)
 - City, [446](#)
 - Country, [446](#)
 - Description, [446](#)
 - ExcludedCodec, [446](#)
 - Format, [447](#)
 - Genres, [447](#)
 - Icon, [447](#)
 - IconUrl, [447](#)
 - Language, [447](#)
 - Name, [447](#)
 - PlayedRecords, [448](#)
 - RadioStation, [441](#), [443](#)
 - Rating, [448](#)
 - RequestHeaders, [448](#)
 - SampleRate, [448](#)
 - ServerInfo, [448](#)
 - Station, [448](#)
 - StationInfo, [444](#)
 - StationInfoLabels, [444](#)
 - ToShortString, [445](#)
 - TotalDataRequests, [449](#)
 - TotalDataSize, [449](#)
 - TotalPlayTime, [449](#)
 - ToTextLine, [445](#)
 - UpdateDataAtPlay, [449](#)
 - Url, [449](#)
- Crosstales.Radio.Model.RecordInfo, [460](#)
 - Artist, [462](#)
 - Created, [463](#)
 - Duration, [461](#)
 - Icon, [462](#)
 - IconUrl, [462](#)
 - Info, [462](#)
 - LyricsUrl, [463](#)
 - Rating, [462](#)
 - RecordInfo, [461](#)
 - SpotifyUrl, [463](#)
 - StreamTitle, [463](#)
 - StreamUrl, [464](#)
 - Title, [464](#)
 - ToShortString, [461](#)
- Crosstales.Radio.Model.RequestHeaderTuple, [465](#)
- Crosstales.Radio.OnRadio, [30](#)
- Crosstales.Radio.OnRadio.CompileDefines, [125](#)
- Crosstales.Radio.OnRadio.Demo, [30](#)
- Crosstales.Radio.OnRadio.Demo.AccessSettings, [41](#)
- Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [65](#)
 - PlayColor, [67](#)
 - Player, [67](#)
 - Record, [67](#)
 - Retries, [67](#)
 - Service, [67](#)
- Crosstales.Radio.OnRadio.Demo.ComplexObject, [126](#)
- Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [266](#)
 - ItemPrefab, [267](#)
 - Player, [267](#)
 - Provider, [267](#)
 - QueryOnStart, [268](#)
 - Service, [268](#)
- Crosstales.Radio.OnRadio.Demo.GUIRecordStatic, [277](#)
- Crosstales.Radio.OnRadio.Demo.GUIStationStatic, [278](#)
- Crosstales.Radio.OnRadio.Demo.OrderManager, [354](#)
 - GuiOnRadio, [354](#)
 - RecordPrefab, [354](#)
 - StationPrefab, [355](#)
- Crosstales.Radio.OnRadio.Demo.QueryPlaylist, [368](#)
 - Service, [369](#)
- Crosstales.Radio.OnRadio.Demo.QueryReco2, [369](#)
 - Service, [370](#)
- Crosstales.Radio.OnRadio.Demo.QueryTopsongs, [370](#)
 - Service, [370](#)
- Crosstales.Radio.OnRadio.Demo.ShowMore, [472](#)
- Crosstales.Radio.OnRadio.EditorExtension, [30](#)
- Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor, [107](#)
- Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject, [353](#)
- Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu, [353](#)
- Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor, [367](#)
- Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor, [419](#)

- Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditorCity, [365](#)
- [459](#)
- Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditorCity, [366](#)
- [520](#)
- Crosstales.Radio.OnRadio.Model, [31](#)
- Genre, [31](#)
- ImageResolution, [31](#)
- Crosstales.Radio.OnRadio.Model.DARStations, [32](#)
- Crosstales.Radio.OnRadio.Model.DARStations.Station, [510](#)
- Crosstales.Radio.OnRadio.Model.DARStations.Stations, [512](#)
- Crosstales.Radio.OnRadio.Model.Play, [32](#)
- Crosstales.Radio.OnRadio.Model.Play.Playlist, [363](#)
- Crosstales.Radio.OnRadio.Model.Play.Station, [511](#)
- Crosstales.Radio.OnRadio.Model.Playlist, [363](#)
- Crosstales.Radio.OnRadio.Model.RadioStationExt, [450](#)
- Crosstales.Radio.OnRadio.Model.RecordInfoExt, [464](#)
- Crosstales.Radio.OnRadio.Model.Song, [505](#)
- Crosstales.Radio.OnRadio.Model.Songart, [32](#)
- Crosstales.Radio.OnRadio.Model.Songart.Song, [506](#)
- Crosstales.Radio.OnRadio.Model.Songart.Songs, [507](#)
- Crosstales.Radio.OnRadio.Model.Songs, [507](#)
- Crosstales.Radio.OnRadio.Model.Stations, [511](#)
- Crosstales.Radio.OnRadio.Model.Uberurl, [520](#)
- Crosstales.Radio.OnRadio.Provider, [32](#)
- Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio, [418](#)
- Load, [418](#)
- Services, [419](#)
- Crosstales.Radio.OnRadio.Service, [33](#)
- Crosstales.Radio.OnRadio.Service.BaseService, [98](#)
- AwaitDARStationQuery, [104](#)
- AwaitSongArtQuery, [104](#)
- AwaitStationQuery, [105](#)
- DARStationService, [101](#)
- DefaultSongIcon, [105](#)
- DefaultStationIcon, [105](#)
- EnableDARStation, [105](#)
- EnableSongArt, [105](#)
- EnableStation, [105](#)
- isValidToken, [104](#)
- LoadRecordIcon, [106](#)
- LoadStationIcon, [106](#)
- OnQueryComplete, [106](#)
- Query, [101](#)
- QueryOnStart, [106](#)
- RecordsByArtist, [101](#)
- RecordsByStationName, [102](#)
- RecordsByTitle, [102](#)
- SongArtService, [102](#)
- StationsByName, [103](#)
- StationService, [103](#)
- Token, [106](#)
- TotalRequests, [104](#)
- Crosstales.Radio.OnRadio.Service.PlaylistService, [364](#)
- Artist, [365](#)
- Callsign, [365](#)
- Country, [366](#)
- Genre, [366](#)
- International, [366](#)
- Language, [366](#)
- Limit, [366](#)
- Title, [366](#)
- Crosstales.Radio.OnRadio.Service.QueryCompleteEvent, [368](#)
- Crosstales.Radio.OnRadio.Service.Reco2Service, [457](#)
- Artist, [458](#)
- International, [458](#)
- Limit, [458](#)
- Crosstales.Radio.OnRadio.Service.TopsongsService, [518](#)
- Genre, [519](#)
- International, [519](#)
- Limit, [519](#)
- Crosstales.Radio.OnRadio.Util, [33](#)
- Crosstales.Radio.OnRadio.Util.Constants, [139](#)
- Crosstales.Radio.OnRadio.Util.Helper, [287](#)
- Crosstales.Radio.PlaybackEndEvent, [362](#)
- Crosstales.Radio.PlaybackStartEvent, [363](#)
- Crosstales.Radio.Provider, [33](#)
- Crosstales.Radio.Provider.BaseRadioProvider, [94](#)
- AllowOnlyHTTPS, [96](#)
- ClearStationsOnLoad, [97](#)
- Load, [96](#)
- LoadOnStart, [97](#)
- LoadOnStartInEditor, [97](#)
- OnProviderReady, [97](#)
- OnStationsChange, [97](#)
- Save, [96](#)
- Crosstales.Radio.Provider.IRadioProvider, [313](#)
- isReady, [315](#)
- Load, [314](#)
- RadioEntries, [315](#)
- Save, [314](#)
- Stations, [315](#)
- Crosstales.Radio.Provider.RadioProviderResource, [420](#)
- Entries, [420](#)
- Crosstales.Radio.Provider.RadioProviderShoutcast, [422](#)
- Entries, [422](#)
- Crosstales.Radio.Provider.RadioProviderURL, [424](#)
- Entries, [424](#)
- Crosstales.Radio.Provider.RadioProviderUser, [426](#)
- Delete, [427](#)
- EditFile, [427](#)
- Entry, [427](#)
- SaveOnDisable, [427](#)
- ShowFile, [427](#)
- Crosstales.Radio.ProviderReadyEvent, [367](#)
- Crosstales.Radio.RadioManager, [385](#)
- CountPlayers, [388](#)
- CountStations, [388](#)
- Filter, [401](#)
- GetPlayers, [389](#)
- GetStations, [389](#)

- InstantiateRadioPlayers, [402](#)
- isAudioPlaying, [403](#)
- isBuffering, [403](#)
- isPlayback, [403](#)
- Load, [390](#)
- LoadOnStart, [402](#)
- LoadOnStartInEditor, [402](#)
- Next, [390](#)
- NextStation, [390](#)
- OnFilterChange, [403](#)
- OnProviderReady, [403](#)
- OnStationsChange, [404](#)
- PlayAll, [391](#)
- PlayerFromIndex, [391](#)
- Players, [402](#)
- PlayersByBitrate, [391](#)
- PlayersByFormat, [392](#)
- PlayersByGenres, [392](#)
- PlayersByName, [392](#)
- PlayersByRating, [393](#)
- PlayersByStation, [393](#)
- PlayersByURL, [394](#)
- Previous, [394](#)
- PreviousStation, [394](#)
- RadioPrefab, [402](#)
- RandomizePlayers, [395](#)
- RandomizeStations, [395](#)
- Save, [395](#)
- Set, [402](#)
- StationFromHashCode, [396](#)
- StationFromIndex, [396](#)
- StationsByBitrate, [397](#)
- StationsByCities, [397](#)
- StationsByCountries, [397](#)
- StationsByFormat, [398](#)
- StationsByGenres, [398](#)
- StationsByLanguages, [399](#)
- StationsByName, [399](#)
- StationsByRating, [400](#)
- StationsByStation, [400](#)
- StationsByURL, [400](#)
- StopAll, [401](#)
- Crosstales.Radio.RadioPlayer, [411](#)
 - Delay, [415](#)
 - Instance, [415](#)
 - Load, [413](#)
 - Mute, [413](#)
 - Play, [413](#)
 - PlayInEditor, [413](#)
 - PlayOnStart, [415](#)
 - Restart, [414](#)
 - Save, [414](#)
 - Stop, [414](#)
 - UnMute, [414](#)
- Crosstales.Radio.RecordChangeEvent, [459](#)
- Crosstales.Radio.RhythmVisualizator, [33](#)
- Crosstales.Radio.RhythmVisualizator.ShowMore, [473](#)
- Crosstales.Radio.Set, [34](#)
 - Crosstales.Radio.Set.ISet, [316](#)
 - CountStations, [317](#)
 - CurrentRandomStationIndex, [324](#)
 - CurrentStationIndex, [325](#)
 - GetStations, [317](#)
 - isReady, [325](#)
 - Load, [318](#)
 - NextStation, [318](#)
 - PreviousStation, [318](#)
 - RandomizeStations, [319](#)
 - RandomStations, [325](#)
 - Save, [319](#)
 - StationFromHashCode, [319](#)
 - StationFromIndex, [320](#)
 - Stations, [325](#)
 - StationsByBitrate, [320](#)
 - StationsByCities, [321](#)
 - StationsByCountries, [321](#)
 - StationsByFormat, [321](#)
 - StationsByGenres, [322](#)
 - StationsByLanguages, [322](#)
 - StationsByName, [323](#)
 - StationsByRating, [323](#)
 - StationsByStation, [324](#)
 - StationsByURL, [324](#)
 - Crosstales.Radio.Set.RadioSet, [428](#)
 - CountStations, [430](#)
 - Filter, [438](#)
 - GetStations, [430](#)
 - Load, [431](#)
 - NextStation, [431](#)
 - OnFilterChange, [438](#)
 - OnProviderReady, [438](#)
 - OnStationsChange, [438](#)
 - PreviousStation, [431](#)
 - Providers, [438](#)
 - RandomizeStations, [432](#)
 - Save, [432](#)
 - StationFromHashCode, [433](#)
 - StationFromIndex, [433](#)
 - StationsByBitrate, [433](#)
 - StationsByCities, [434](#)
 - StationsByCountries, [434](#)
 - StationsByFormat, [435](#)
 - StationsByGenres, [435](#)
 - StationsByLanguages, [436](#)
 - StationsByName, [436](#)
 - StationsByRating, [436](#)
 - StationsByStation, [437](#)
 - StationsByURL, [437](#)
 - Crosstales.Radio.SimplePlayer, [474](#)
 - CountStations, [478](#)
 - Filter, [488](#)
 - GetStations, [478](#)
 - Load, [479](#)
 - Mute, [479](#)
 - Next, [479](#)
 - NextStation, [480](#)

- OnFilterChange, [490](#)
- OnProviderReady, [490](#)
- OnStationChange, [490](#)
- OnStationsChange, [490](#)
- Play, [480](#)
- PlayEndless, [489](#)
- Player, [489](#)
- PlayOnStart, [489](#)
- PlayRandom, [489](#)
- Previous, [480](#)
- PreviousStation, [481](#)
- RandomizeStations, [481](#)
- Restart, [481](#)
- Retries, [489](#)
- RetryOnError, [489](#)
- Save, [482](#)
- Set, [490](#)
- StationFromHashCode, [482](#)
- StationFromIndex, [482](#)
- StationsByBitrate, [484](#)
- StationsByCities, [484](#)
- StationsByCountries, [485](#)
- StationsByFormat, [485](#)
- StationsByGenres, [485](#)
- StationsByLanguages, [486](#)
- StationsByName, [486](#)
- StationsByRating, [487](#)
- StationsByStation, [487](#)
- StationsByURL, [488](#)
- Stop, [488](#)
- UnMute, [488](#)
- Crosstales.Radio.StationChangeEvent, [511](#)
- Crosstales.Radio.StationsChangeEvent, [513](#)
- Crosstales.Radio.Tool, [34](#)
- Crosstales.Radio.Tool.ChangeAudioCodec, [113](#)
- Crosstales.Radio.Tool.CrossFader, [146](#)
 - FaderPosition, [147](#)
 - SourceA, [147](#)
 - SourceB, [147](#)
- Crosstales.Radio.Tool.LoadIcon, [337](#)
 - Load, [338](#)
- Crosstales.Radio.Tool.Loudspeaker, [339](#)
 - Player, [339](#)
 - SilenceSource, [339](#)
- Crosstales.Radio.Tool.StreamSaver, [513](#)
 - AddStationName, [514](#)
 - AddTimestamp, [514](#)
 - OutputPath, [514](#)
 - Player, [514](#)
 - RecordStartDelay, [514](#)
 - RecordStopDelay, [514](#)
 - SilenceSource, [515](#)
- Crosstales.Radio.Util, [34](#)
- Crosstales.Radio.Util.Config, [127](#)
 - DEBUG, [128](#)
 - DEFAULT_BITRATE, [128](#)
 - DEFAULT_BUFFERSIZE, [129](#)
 - DEFAULT_CACHESTREAMSIZE, [129](#)
 - DEFAULT_CHUNKSIZE, [129](#)
 - isLoaded, [129](#)
 - Load, [128](#)
 - MAX_CACHESTREAMSIZE, [129](#)
 - Reset, [128](#)
 - Save, [128](#)
- Crosstales.Radio.Util.Constants, [132](#)
 - ASSET_3P_APOLLO_VISUALIZER, [134](#)
 - ASSET_3P_AUDIO_VISUALIZER, [134](#)
 - ASSET_3P_RHYTHM_VISUALIZATOR, [134](#)
 - ASSET_3P_SOUND_SUITE, [134](#)
 - ASSET_3P_URL, [135](#)
 - ASSET_3P_VISUALIZER_STUDIO, [135](#)
 - ASSET_API_URL, [135](#)
 - ASSET_BUILD, [135](#)
 - ASSET_CHANGED, [135](#)
 - ASSET_CONTACT, [135](#)
 - ASSET_CREATED, [136](#)
 - ASSET_FORUM_URL, [136](#)
 - ASSET_MANUAL_URL, [136](#)
 - ASSET_NAME, [136](#)
 - ASSET_PRO_URL, [136](#)
 - ASSET_UPDATE_CHECK_URL, [136](#)
 - ASSET_VERSION, [137](#)
 - ASSET_VIDEO_PROMO, [137](#)
 - ASSET_VIDEO_TUTORIAL, [137](#)
 - ASSET_WEB_URL, [137](#)
 - DEFAULT_CODEC_MP3, [137](#)
 - DEFAULT_CODEC_MP3_WINDOWS, [137](#)
 - INITIAL_LIST_SIZE, [138](#)
 - INVOKE_DELAY, [138](#)
 - MAX_LOAD_WAIT_TIME, [138](#)
 - MAX_SHOUTCAST_LOAD_WAIT_TIME, [138](#)
 - MAX_WEB_LOAD_WAIT_TIME, [138](#)
 - MIN_OGG_BUFFERSIZE, [138](#)
 - OGG_CLEAN_INTERVAL_MAX, [139](#)
 - OGG_CLEAN_INTERVAL_MIN, [139](#)
 - PLAY_CALL_SPEED, [139](#)
 - SHOUTCAST, [139](#)
- Crosstales.Radio.Util.Context, [144](#)
 - AllPlayedRecords, [145](#)
 - TotalDataRequests, [145](#)
 - TotalDataSize, [145](#)
 - TotalPlayTime, [145](#)
- Crosstales.Radio.Util.Helper, [281](#)
 - AudioCodecForAudioFormat, [282](#)
 - AudioCodecFromString, [282](#)
 - AudioFormatFromString, [282](#)
 - isSane, [283](#)
 - isSupportedPlatform, [287](#)
 - isValidBitrate, [283](#)
 - isValidFormat, [283](#)
 - isValidMP3Bitrate, [284](#)
 - isValidOGGBitrate, [284](#)
 - NearestBitrate, [284](#)
 - NearestMP3Bitrate, [285](#)
 - NearestOGGBitrate, [285](#)
 - SaveAsM3U, [286](#)

- SaveAsPLS, [286](#)
- SaveAsXSPF, [286](#)
- Crosstales.Radio.VisualizerStudio, [34](#)
- Crosstales.Radio.VisualizerStudio.ShowMore, [473](#)
- Crosstales.Radio.VolumetricAudio, [35](#)
- Crosstales.Radio.VolumetricAudio.ShowMore, [474](#)
- Crosstales.Ude, [35](#)
 - DetectionConfidence, [35](#)
- Crosstales.Ude.CharsetDetector, [115](#)
 - Feed, [116](#)
 - IsDone, [117](#)
 - Reset, [117](#)
- Crosstales.Ude.Charsets, [120](#)
 - BIG5, [121](#)
 - GB18030, [121](#)
 - HZ_GB_2312, [122](#)
 - ISO8859_2, [122](#)
 - ISO8859_5, [122](#)
 - ISO8859_8, [122](#)
 - ISO_8859_7, [122](#)
 - TIS620, [122](#)
 - UCS4_2413, [123](#)
 - UCS4_3412, [123](#)
 - WIN1251, [123](#)
 - WIN1252, [123](#)
 - WIN1253, [123](#)
 - WIN1255, [123](#)
- Crosstales.Ude.Core, [36](#)
- Crosstales.Ude.Core.BIG5DistributionAnalyser, [108](#)
 - GetOrder, [108](#)
- Crosstales.Ude.Core.Big5Prober, [109](#)
 - HandleData, [109](#)
 - Reset, [110](#)
- Crosstales.Ude.Core.BIG5SMMModel, [110](#)
- Crosstales.Ude.Core.BitPackage, [111](#)
- Crosstales.Ude.Core.BulgarianModel, [112](#)
- Crosstales.Ude.Core.CharDistributionAnalyser, [113](#)
 - GetConfidence, [114](#)
 - GetOrder, [114](#)
 - HandleOneChar, [115](#)
- Crosstales.Ude.Core.CharsetProber, [118](#)
 - FilterWithEnglishLetters, [119](#)
 - FilterWithoutEnglishLetters, [119](#)
 - HandleData, [119](#)
 - Reset, [120](#)
- Crosstales.Ude.Core.CodingStateMachine, [124](#)
- Crosstales.Ude.Core.CyrillicModel, [170](#)
- Crosstales.Ude.Core.EscCharsetProber, [188](#)
 - HandleData, [188](#)
 - Reset, [188](#)
- Crosstales.Ude.Core.EUCJPContextAnalyser, [189](#)
- Crosstales.Ude.Core.EUCJPDistributionAnalyser, [189](#)
 - GetOrder, [190](#)
- Crosstales.Ude.Core.EUCJPProber, [190](#)
 - HandleData, [191](#)
 - Reset, [191](#)
- Crosstales.Ude.Core.EUCJPSMMModel, [191](#)
- Crosstales.Ude.Core.EUCKRDistributionAnalyser, [192](#)
 - GetOrder, [192](#)
- Crosstales.Ude.Core.EUCKRProber, [193](#)
 - HandleData, [193](#)
 - Reset, [193](#)
- Crosstales.Ude.Core.EUCKRSMMModel, [194](#)
- Crosstales.Ude.Core.EUCTWDistributionAnalyser, [194](#)
 - GetOrder, [195](#)
- Crosstales.Ude.Core.EUCTWProber, [195](#)
 - HandleData, [195](#)
 - Reset, [196](#)
- Crosstales.Ude.Core.EUCTWSMMModel, [196](#)
- Crosstales.Ude.Core.GB18030DistributionAnalyser, [262](#)
 - GetOrder, [263](#)
- Crosstales.Ude.Core.GB18030Prober, [263](#)
 - HandleData, [264](#)
 - Reset, [264](#)
- Crosstales.Ude.Core.GB18030SMMModel, [264](#)
- Crosstales.Ude.Core.GreekModel, [265](#)
- Crosstales.Ude.Core.HebrewModel, [278](#)
- Crosstales.Ude.Core.HebrewProber, [279](#)
 - HandleData, [280](#)
 - Reset, [280](#)
- Crosstales.Ude.Core.HungarianModel, [288](#)
- Crosstales.Ude.Core.HZSMMModel, [288](#)
- Crosstales.Ude.Core.Ibm855Model, [289](#)
- Crosstales.Ude.Core.Ibm866Model, [289](#)
- Crosstales.Ude.Core.ISO2022CNSMMModel, [326](#)
- Crosstales.Ude.Core.ISO2022JPSMMModel, [326](#)
- Crosstales.Ude.Core.ISO2022KRSMMModel, [326](#)
- Crosstales.Ude.Core.JapaneseContextAnalyser, [330](#)
- Crosstales.Ude.Core.Koi8rModel, [331](#)
- Crosstales.Ude.Core.Latin1Prober, [331](#)
 - HandleData, [332](#)
 - Reset, [332](#)
- Crosstales.Ude.Core.Latin2HungarianModel, [333](#)
- Crosstales.Ude.Core.Latin5BulgarianModel, [333](#)
- Crosstales.Ude.Core.Latin5Model, [333](#)
- Crosstales.Ude.Core.Latin7Model, [334](#)
- Crosstales.Ude.Core.MacCyrillicModel, [341](#)
- Crosstales.Ude.Core.MBCSGroupProber, [341](#)
 - HandleData, [342](#)
 - Reset, [342](#)
- Crosstales.Ude.Core.SBCSGroupProber, [466](#)
 - HandleData, [467](#)
 - Reset, [467](#)
- Crosstales.Ude.Core.SequenceModel, [469](#)
- Crosstales.Ude.Core.SingleByteCharSetProber, [496](#)
 - HandleData, [496](#)
 - Reset, [497](#)
- Crosstales.Ude.Core.SJISContextAnalyser, [500](#)
- Crosstales.Ude.Core.SJISDistributionAnalyser, [501](#)
 - GetOrder, [501](#)
- Crosstales.Ude.Core.SJISProber, [502](#)
 - HandleData, [502](#)
 - Reset, [503](#)
- Crosstales.Ude.Core.SJISSMMModel, [503](#)
- Crosstales.Ude.Core.SMMModel, [504](#)

- Crosstales.Ude.Core.ThaiModel, [518](#)
- Crosstales.Ude.Core.UCS2BESMModel, [521](#)
- Crosstales.Ude.Core.UCS2LESMMModel, [521](#)
- Crosstales.Ude.Core.UniversalDetector, [528](#)
 - DataEnd, [529](#)
 - FILTER_CHINESE, [529](#)
 - FILTER_CJK, [530](#)
 - Reset, [529](#)
- Crosstales.Ude.Core.UTF8Prober, [531](#)
 - HandleData, [531](#)
 - Reset, [531](#)
- Crosstales.Ude.Core.UTF8SMMModel, [532](#)
- Crosstales.Ude.Core.Win1250HungarianModel, [545](#)
- Crosstales.Ude.Core.Win1251BulgarianModel, [545](#)
- Crosstales.Ude.Core.Win1251Model, [545](#)
- Crosstales.Ude.Core.Win1253Model, [546](#)
- Crosstales.Ude.Core.Win1255Model, [546](#)
- Crosstales.Ude.ICharsetDetector, [290](#)
 - Charset, [292](#)
 - Confidence, [292](#)
 - DataEnd, [290](#)
 - Feed, [290](#), [291](#)
 - IsDone, [291](#)
 - Reset, [291](#)
- Crosstales.UI, [38](#)
- Crosstales.UI.Audio, [39](#)
- Crosstales.UI.Audio.AudioFilterController, [42](#)
 - FindAllAudioFilters, [43](#)
 - FindAllAudioFiltersOnStart, [44](#)
 - ResetAudioFilters, [44](#)
- Crosstales.UI.Audio.AudioSourceController, [44](#)
 - AudioSources, [46](#)
 - FindAllAudioSources, [45](#)
 - FindAllAudioSourcesOnStart, [46](#)
 - Loop, [46](#)
 - Mute, [46](#)
 - Pitch, [46](#)
 - ResetAllAudioSources, [45](#)
 - ResetAudioSourcesOnStart, [46](#)
 - StereoPan, [47](#)
 - Volume, [47](#)
- Crosstales.UI.CompileDefines, [125](#)
- Crosstales.UI.Social, [505](#)
- Crosstales.UI.StaticManager, [509](#)
- Crosstales.UI.UIDrag, [522](#)
- Crosstales.UI.UIFocus, [522](#)
 - ManagerName, [523](#)
 - OnPanelEnter, [523](#)
- Crosstales.UI.UIHint, [524](#)
 - Delay, [524](#)
 - Disable, [524](#)
 - FadeAtStart, [525](#)
 - FadeTime, [525](#)
 - Group, [525](#)
- Crosstales.UI.UIResize, [525](#)
 - IgnoreMaxSize, [526](#)
 - MaxSize, [526](#)
 - MinSize, [526](#)
- SpeedFactor, [526](#)
- Crosstales.UI.UIWindowManager, [527](#)
 - ChangeState, [527](#)
 - Windows, [528](#)
- Crosstales.UI.Util, [39](#)
- Crosstales.UI.Util.FPSDisplay, [260](#)
 - FPS, [261](#)
 - FrameUpdate, [261](#)
- Crosstales.UI.Util.ScrollRectHandler, [469](#)
- Crosstales.UI.WindowManager, [547](#)
 - ClosedAtStart, [547](#)
 - Dependencies, [547](#)
 - Speed, [547](#)
- CTAddNewLines
 - Crosstales.ExtensionMethods, [203](#)
- CTAddRange< K, V >
 - Crosstales.ExtensionMethods, [203](#)
- CTClearLineEndings
 - Crosstales.ExtensionMethods, [204](#)
- CTClearSpaces
 - Crosstales.ExtensionMethods, [204](#)
- CTClearTags
 - Crosstales.ExtensionMethods, [204](#)
- CTColorRGB
 - Crosstales.ExtensionMethods, [205](#)
- CTColorRGBA
 - Crosstales.ExtensionMethods, [205](#)
- CTContains
 - Crosstales.ExtensionMethods, [205](#)
- CTContainsAll
 - Crosstales.ExtensionMethods, [206](#)
- CTContainsAny
 - Crosstales.ExtensionMethods, [206](#)
- CTCorrectLossyScale
 - Crosstales.ExtensionMethods, [207](#)
- CTDump
 - Crosstales.ExtensionMethods, [207](#), [208](#), [210](#)
- CTDump< K, V >
 - Crosstales.ExtensionMethods, [212](#)
- CTDump< T >
 - Crosstales.ExtensionMethods, [212](#), [213](#)
- CTEndsWith
 - Crosstales.ExtensionMethods, [213](#)
- CTEquals
 - Crosstales.ExtensionMethods, [213](#)
- CTFind
 - Crosstales.ExtensionMethods, [214](#), [215](#)
- CTFind< T >
 - Crosstales.ExtensionMethods, [215](#), [216](#)
- CTFindAll
 - Crosstales.ExtensionMethods, [216](#)
- CTFindAll< T >
 - Crosstales.ExtensionMethods, [217](#)
- CTFlatten
 - Crosstales.ExtensionMethods, [217](#)
- CTFlipHorizontal
 - Crosstales.ExtensionMethods, [217](#)
- CTFlipVertical

- Crosstales.ExtensionMethods, [218](#)
- CTFromBase64
 - Crosstales.ExtensionMethods, [218](#)
- CTFromBase64ToByteArray
 - Crosstales.ExtensionMethods, [218](#)
- CTGetBottom
 - Crosstales.ExtensionMethods, [219](#)
- CTGetBounds
 - Crosstales.ExtensionMethods, [219](#), [220](#)
- CTGetLeft
 - Crosstales.ExtensionMethods, [220](#)
- CTGetLocalCorners
 - Crosstales.ExtensionMethods, [220](#), [221](#)
- CTGetLRTB
 - Crosstales.ExtensionMethods, [221](#)
- CTGetRight
 - Crosstales.ExtensionMethods, [222](#)
- CTGetScreenCorners
 - Crosstales.ExtensionMethods, [222](#)
- CTGetTop
 - Crosstales.ExtensionMethods, [224](#)
- CTHasActiveClip
 - Crosstales.ExtensionMethods, [224](#)
- CTHasInvalidChars
 - Crosstales.ExtensionMethods, [224](#)
- CTHasLineEndings
 - Crosstales.ExtensionMethods, [226](#)
- CTHexToColor
 - Crosstales.ExtensionMethods, [226](#)
- CTHexToColor32
 - Crosstales.ExtensionMethods, [226](#)
- CTHexToString
 - Crosstales.ExtensionMethods, [228](#)
- CTIndexOf
 - Crosstales.ExtensionMethods, [228](#)
- CTIsAlphanumeric
 - Crosstales.ExtensionMethods, [229](#)
- CTIsCreditcard
 - Crosstales.ExtensionMethods, [229](#)
- CTIsEmail
 - Crosstales.ExtensionMethods, [230](#)
- CTIsInteger
 - Crosstales.ExtensionMethods, [230](#)
- CTIsIPv4
 - Crosstales.ExtensionMethods, [230](#)
- CTIsNumeric
 - Crosstales.ExtensionMethods, [231](#)
- CTIsVisibleFrom
 - Crosstales.ExtensionMethods, [231](#)
- CTIsWebsite
 - Crosstales.ExtensionMethods, [231](#)
- CTLastIndexOf
 - Crosstales.ExtensionMethods, [232](#)
- CTMultiply
 - Crosstales.ExtensionMethods, [232](#), [233](#)
- CTQuaternion
 - Crosstales.ExtensionMethods, [233](#), [234](#)
- CTReadFully
 - Crosstales.ExtensionMethods, [234](#)
- CTRemoveNewLines
 - Crosstales.ExtensionMethods, [234](#)
- CTReplace
 - Crosstales.ExtensionMethods, [235](#)
- CTReverse
 - Crosstales.ExtensionMethods, [235](#)
- CTRotate180
 - Crosstales.ExtensionMethods, [236](#)
- CTRotate270
 - Crosstales.ExtensionMethods, [236](#)
- CTRotate90
 - Crosstales.ExtensionMethods, [236](#)
- CTSetBottom
 - Crosstales.ExtensionMethods, [238](#)
- CTSetLeft
 - Crosstales.ExtensionMethods, [238](#)
- CTSetLRTB
 - Crosstales.ExtensionMethods, [238](#)
- CTSetRight
 - Crosstales.ExtensionMethods, [239](#)
- CTSetTop
 - Crosstales.ExtensionMethods, [239](#)
- CTShuffle< T >
 - Crosstales.ExtensionMethods, [239](#), [240](#)
- CTStartsWith
 - Crosstales.ExtensionMethods, [240](#)
- CTToBase64
 - Crosstales.ExtensionMethods, [240](#), [241](#)
- CTToByteArray
 - Crosstales.ExtensionMethods, [241](#)
- CTToEXR
 - Crosstales.ExtensionMethods, [242](#)
- CTToFloatArray
 - Crosstales.ExtensionMethods, [242](#)
- CTToHex
 - Crosstales.ExtensionMethods, [243](#)
- CTToHexRGB
 - Crosstales.ExtensionMethods, [243](#), [244](#)
- CTToHexRGBA
 - Crosstales.ExtensionMethods, [244](#)
- CTToJPG
 - Crosstales.ExtensionMethods, [245](#)
- CTToPNG
 - Crosstales.ExtensionMethods, [245](#), [247](#)
- CTToSprite
 - Crosstales.ExtensionMethods, [247](#)
- CTToString
 - Crosstales.ExtensionMethods, [248](#)
- CTToString< T >
 - Crosstales.ExtensionMethods, [248](#)
- CTToTexture
 - Crosstales.ExtensionMethods, [249](#)
- CTToTexture2D
 - Crosstales.ExtensionMethods, [249](#), [250](#)
- CTToTGA
 - Crosstales.ExtensionMethods, [250](#)
- CTToTitleCase

- Crosstales.ExtensionMethods, [251](#)
- CTVector3
 - Crosstales.ExtensionMethods, [251](#), [252](#)
- CTVector4
 - Crosstales.ExtensionMethods, [252](#), [253](#)
- CurrentBufferSize
 - Crosstales.Radio.IPlayer, [309](#)
- CurrentDownloadSpeed
 - Crosstales.Radio.IPlayer, [309](#)
- CurrentPlatform
 - Crosstales.Common.Util.BaseHelper, [77](#)
- CurrentRandomStationIndex
 - Crosstales.Radio.Set.ISet, [324](#)
- CurrentStationIndex
 - Crosstales.Radio.Set.ISet, [325](#)
- DARStationService
 - Crosstales.Radio.OnRadio.Service.BaseService, [101](#)
- DataEnd
 - Crosstales.Ude.Core.UniversalDetector, [529](#)
 - Crosstales.Ude.ICharsetDetector, [290](#)
- DataFormat
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [372](#)
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [376](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [379](#)
- DataFormatResource
 - Crosstales.Radio.Model.Enum, [29](#)
- DataFormatURL
 - Crosstales.Radio.Model.Enum, [29](#)
- DataPacket
 - Crosstales.NVorbis.DataPacket, [173](#)
- DataStream
 - Crosstales.Radio.IPlayer, [309](#)
- DEBUG
 - Crosstales.Radio.Util.Config, [128](#)
- DecodedPosition
 - Crosstales.NVorbis.VorbisReader, [537](#)
- DecodedTime
 - Crosstales.NVorbis.VorbisReader, [537](#)
- DEFAULT_BITRATE
 - Crosstales.Radio.Util.Config, [128](#)
- DEFAULT_BUFFERSIZE
 - Crosstales.Radio.Util.Config, [129](#)
- DEFAULT_CACHESTREAMSIZE
 - Crosstales.Radio.Util.Config, [129](#)
- DEFAULT_CHUNKSIZE
 - Crosstales.Radio.Util.Config, [129](#)
- DEFAULT_CODEC_MP3
 - Crosstales.Radio.Util.Constants, [137](#)
- DEFAULT_CODEC_MP3_WINDOWS
 - Crosstales.Radio.Util.Constants, [137](#)
- DefaultSongIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [105](#)
- DefaultStationIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [105](#)
- Delay
 - Crosstales.Radio.RadioPlayer, [415](#)
 - Crosstales.UI.UIHint, [524](#)
- Delete
 - Crosstales.Radio.Provider.RadioProviderUser, [427](#)
- DeleteAll
 - Crosstales.Common.Util.CTPlayerPrefs, [151](#)
- DeleteInstance
 - Crosstales.Common.Util.Singleton< T >, [498](#)
- DeleteKey
 - Crosstales.Common.Util.CTPlayerPrefs, [151](#)
- Dependencies
 - Crosstales.UI.WindowManager, [547](#)
- Description
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [92](#)
 - Crosstales.Radio.Model.RadioStation, [446](#)
- DeserializeFromFile< T >
 - Crosstales.Common.Util.XmlHelper, [548](#)
- DeserializeFromResource< T >
 - Crosstales.Common.Util.XmlHelper, [549](#)
- DeserializeFromString< T >
 - Crosstales.Common.Util.XmlHelper, [549](#)
- DetectionConfidence
 - Crosstales.Ude, [35](#)
- DEV_DEBUG
 - Crosstales.Common.Util.BaseConstants, [56](#)
- Disable
 - Crosstales.UI.UIHint, [524](#)
- Dispose
 - Crosstales.NVorbis.Ogg.ContainerReader, [142](#)
- Done
 - Crosstales.NVorbis.DataPacket, [173](#)
 - Crosstales.NVorbis.Ogg.Packet, [355](#)
- DontDestroy
 - Crosstales.Common.Util.Singleton< T >, [499](#)
- Duration
 - Crosstales.Radio.Model.RecordInfo, [461](#)
- EditFile
 - Crosstales.Radio.Provider.RadioProviderUser, [427](#)
- EffectiveBitRate
 - Crosstales.NVorbis.IVorbisStreamStatus, [328](#)
- EnableDARStation
 - Crosstales.Radio.OnRadio.Service.BaseService, [105](#)
- EnableSongArt
 - Crosstales.Radio.OnRadio.Service.BaseService, [105](#)
- EnableSource
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [92](#)
- EnableStation
 - Crosstales.Radio.OnRadio.Service.BaseService, [105](#)
- Entries
 - Crosstales.Radio.Provider.RadioProviderResource, [420](#)

- Crosstales.Radio.Provider.RadioProviderShoutcast, [422](#)
- Crosstales.Radio.Provider.RadioProviderURL, [424](#)
- Entry
 - Crosstales.Radio.Provider.RadioProviderUser, [427](#)
- ExcludedCodec
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [92](#)
 - Crosstales.Radio.Model.RadioStation, [446](#)
- ExcludeUnsupportedCodecs
 - Crosstales.Radio.Model.RadioFilter, [382](#)
- ExitCode
 - Crosstales.Common.Util.CTProcess, [163](#)
- ExitTime
 - Crosstales.Common.Util.CTProcess, [163](#)
- FACTOR_GB
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FACTOR_KB
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FACTOR_MB
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FadeAtStart
 - Crosstales.UI.UIHint, [525](#)
- FaderPosition
 - Crosstales.Radio.Tool.CrossFader, [147](#)
- FadeTime
 - Crosstales.UI.UIHint, [525](#)
- Feed
 - Crosstales.Ude.CharsetDetector, [116](#)
 - Crosstales.Ude.ICharsetDetector, [290](#), [291](#)
- FileHasInvalidChars
 - Crosstales.Common.Util.FileHelper, [256](#)
- FileName
 - Crosstales.Common.Util.CTProcessStartInfo, [166](#)
- Filter
 - Crosstales.Radio.RadioManager, [401](#)
 - Crosstales.Radio.Set.RadioSet, [438](#)
 - Crosstales.Radio.SimplePlayer, [488](#)
- FILTER_CHINESE
 - Crosstales.Ude.Core.UniversalDetector, [529](#)
- FILTER_CJK
 - Crosstales.Ude.Core.UniversalDetector, [530](#)
- FilterWithEnglishLetters
 - Crosstales.Ude.Core.CharsetProber, [119](#)
- FilterWithoutEnglishLetters
 - Crosstales.Ude.Core.CharsetProber, [119](#)
- FinalPath
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [380](#)
- FinalURL
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [376](#)
- FindAllAudioFilters
 - Crosstales.UI.Audio.AudioFilterController, [43](#)
- FindAllAudioFiltersOnStart
 - Crosstales.UI.Audio.AudioFilterController, [44](#)
- FindAllAudioSources
 - Crosstales.UI.Audio.AudioSourceController, [45](#)
- FindAllAudioSourcesOnStart
 - Crosstales.UI.Audio.AudioSourceController, [46](#)
- FindAssetsByType< T >
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [63](#)
- FindNextStream
 - Crosstales.NVorbis.IContainerReader, [293](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [142](#)
 - Crosstales.NVorbis.VorbisReader, [535](#)
- FindPacket
 - Crosstales.NVorbis.IPacketProvider, [301](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [357](#)
- FirstPacket
 - Crosstales.NVorbis.ParameterChangeEventArgs, [361](#)
- FLOAT_32768
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FLOAT_TOLERANCE
 - Crosstales.Common.Util.BaseConstants, [57](#)
- ForceName
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [93](#)
- Format
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [93](#)
 - Crosstales.Radio.Model.RadioFilter, [382](#)
 - Crosstales.Radio.Model.RadioStation, [447](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FORMAT_PERCENT
 - Crosstales.Common.Util.BaseConstants, [58](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [58](#)
- FormatBytesToHRF
 - Crosstales.Common.Util.BaseHelper, [70](#)
- FormatSecondsToHourMinSec
 - Crosstales.Common.Util.BaseHelper, [71](#)
- FormatSecondsToHRF
 - Crosstales.Common.Util.BaseHelper, [71](#)
- FPS
 - Crosstales.UI.Util.FPSDisplay, [261](#)
- FrameLength
 - Crosstales.NLayer.IMpegFrame, [299](#)
- FrameUpdate
 - Crosstales.UI.Util.FPSDisplay, [261](#)
- FromAudioClip
 - Crosstales.Common.Audio.WavMaster, [541](#), [542](#)
- Gain
 - Crosstales.Common.Audio.SpectrumVisualizer, [508](#)
- GameObjectName
 - Crosstales.Common.Util.Singleton< T >, [499](#)
- GB18030
 - Crosstales.Ude.Charsets, [121](#)
- GenerateLoremIpsum
 - Crosstales.Common.Util.BaseHelper, [71](#)
- Genre
 - Crosstales.Radio.OnRadio.Model, [31](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [366](#)
 - Crosstales.Radio.OnRadio.Service.TopsongsService, [519](#)

- Genres
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [93](#)
 - Crosstales.Radio.Model.RadioFilter, [382](#)
 - Crosstales.Radio.Model.RadioStation, [447](#)
- GetArgument
 - Crosstales.Common.Util.BaseHelper, [72](#)
- GetArguments
 - Crosstales.Common.Util.BaseHelper, [72](#)
- GetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [152](#)
- GetBuildNameFromBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [63](#)
- GetBuildTargetForBuildName
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [63](#)
- GetColor
 - Crosstales.Common.Util.CTPlayerPrefs, [152](#)
- GetConfidence
 - Crosstales.Ude.Core.CharDistributionAnalyser, [114](#)
- GetDate
 - Crosstales.Common.Util.CTPlayerPrefs, [152](#)
- GetDirectories
 - Crosstales.Common.Util.FileHelper, [256](#)
- GetDrives
 - Crosstales.Common.Util.FileHelper, [257](#)
- GetFiles
 - Crosstales.Common.Util.FileHelper, [257](#)
- GetFilesForName
 - Crosstales.Common.Util.FileHelper, [257](#)
- GetFlag
 - Crosstales.NVorbis.DataPacket, [174](#)
- GetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [153](#)
- GetGranuleCount
 - Crosstales.NVorbis.IPacketProvider, [302](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [357](#)
- GetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [153](#)
- GetIP
 - Crosstales.Common.Util.NetworkHelper, [349](#)
- GetLanguage
 - Crosstales.Common.Util.CTPlayerPrefs, [154](#)
- GetNextPacket
 - Crosstales.NVorbis.IPacketProvider, [302](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [358](#)
- GetOrder
 - Crosstales.Ude.Core.BIG5DistributionAnalyser, [108](#)
 - Crosstales.Ude.Core.CharDistributionAnalyser, [114](#)
 - Crosstales.Ude.Core.EUCJPDistributionAnalyser, [190](#)
 - Crosstales.Ude.Core.EUCKRDistributionAnalyser, [192](#)
 - Crosstales.Ude.Core.EUCTWDistributionAnalyser, [195](#)
 - Crosstales.Ude.Core.GB18030DistributionAnalyser, [263](#)
 - Crosstales.Ude.Core.SJISDistributionAnalyser, [501](#)
- GetPacket
 - Crosstales.NVorbis.IPacketProvider, [302](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [358](#)
- GetPlayers
 - Crosstales.Radio.RadioManager, [389](#)
- GetQuaternion
 - Crosstales.Common.Util.CTPlayerPrefs, [154](#)
- GetStations
 - Crosstales.Radio.RadioManager, [389](#)
 - Crosstales.Radio.Set.ISet, [317](#)
 - Crosstales.Radio.Set.RadioSet, [430](#)
 - Crosstales.Radio.SimplePlayer, [478](#)
- GetStream
 - Crosstales.NVorbis.Ogg.ContainerReader, [142](#)
- GetString
 - Crosstales.Common.Util.CTPlayerPrefs, [154](#)
- GetTotalPageCount
 - Crosstales.NVorbis.IContainerReader, [293](#)
 - Crosstales.NVorbis.IPacketProvider, [303](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [143](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [358](#)
- GetVector2
 - Crosstales.Common.Util.CTPlayerPrefs, [155](#)
- GetVector3
 - Crosstales.Common.Util.CTPlayerPrefs, [155](#)
- GetVector4
 - Crosstales.Common.Util.CTPlayerPrefs, [155](#)
- GO_ID
 - Crosstales.Radio.EditorUtil.EditorHelper, [187](#)
- GranuleCount
 - Crosstales.NVorbis.DataPacket, [179](#)
- GranulePosition
 - Crosstales.NVorbis.DataPacket, [179](#)
- GrayScale
 - Crosstales.Common.Util.RandomColor, [453](#)
- Group
 - Crosstales.UI.UIHint, [525](#)
- GuiOnRadio
 - Crosstales.Radio.OnRadio.Demo.OrderManager, [354](#)
- Handle
 - Crosstales.Common.Util.CTProcess, [163](#)
- HandleData
 - Crosstales.Ude.Core.Big5Prober, [109](#)
 - Crosstales.Ude.Core.CharsetProber, [119](#)
 - Crosstales.Ude.Core.EscCharsetProber, [188](#)
 - Crosstales.Ude.Core.EUCJPProber, [191](#)
 - Crosstales.Ude.Core.EUCKRProber, [193](#)
 - Crosstales.Ude.Core.EUCTWProber, [195](#)
 - Crosstales.Ude.Core.GB18030Prober, [264](#)
 - Crosstales.Ude.Core.HebrewProber, [280](#)
 - Crosstales.Ude.Core.Latin1Prober, [332](#)
 - Crosstales.Ude.Core.MBCSGroupProber, [342](#)
 - Crosstales.Ude.Core.SBCSGroupProber, [467](#)

- Crosstales.Ude.Core.SingleByteCharSetProber, [496](#)
- Crosstales.Ude.Core.SJISProber, [502](#)
- Crosstales.Ude.Core.UTF8Prober, [531](#)
- HandleFocus
 - Crosstales.Radio.IPlayer, [310](#)
- HandleOneChar
 - Crosstales.Ude.Core.CharDistributionAnalyser, [115](#)
- HasCrc
 - Crosstales.NLayer.MpegFrame, [299](#)
- HasExited
 - Crosstales.Common.Util.CTProcess, [163](#)
- HasGranuleCount
 - Crosstales.NVorbis.DataPacket, [173](#)
- HasKey
 - Crosstales.Common.Util.CTPlayerPrefs, [156](#)
- HIERARCHY_ICON
 - Crosstales.Radio.EditorUtil.EditorConfig, [182](#)
- HSVToRGB
 - Crosstales.Common.Util.BaseHelper, [72](#)
- HueRange
 - Crosstales.Common.Util.RandomColor, [453](#)
- HutongGames, [39](#)
- HutongGames.PlayMaker, [39](#)
- HutongGames.PlayMaker.Actions, [39](#)
- HutongGames.PlayMaker.Actions.BaseRadioAction, [88](#)
- HutongGames.PlayMaker.Actions.RadioManagerPlayNext,
 - [405](#)
 - PlayRandom, [405](#)
 - RadioManager, [405](#)
- HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious,
 - [406](#)
 - PlayRandom, [406](#)
 - RadioManager, [407](#)
- HutongGames.PlayMaker.Actions.RadioManagerStopAll,
 - [407](#)
 - RadioManager, [408](#)
- HutongGames.PlayMaker.Actions.RadioPlay, [408](#)
 - Bitrate, [409](#)
 - BufferSize, [409](#)
 - CacheStreamSize, [409](#)
 - ChunkSize, [410](#)
 - RadioName, [410](#)
 - RadioPlayer, [410](#)
 - Station, [410](#)
 - Url, [410](#)
- HutongGames.PlayMaker.Actions.RadioPlayUI, [416](#)
 - RadioName, [417](#)
 - RadioPlayer, [417](#)
 - Station, [417](#)
 - Url, [417](#)
- HutongGames.PlayMaker.Actions.RadioStop, [450](#)
 - OnUpdate, [451](#)
 - RadioPlayer, [451](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlay,
 - [491](#)
 - SimplePlayer, [492](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlayNext,
 - [492](#)
 - PlayRandom, [493](#)
 - SimplePlayer, [493](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious,
 - [493](#)
 - PlayRandom, [494](#)
 - SimplePlayer, [494](#)
- HutongGames.PlayMaker.Actions.SimplePlayerStop,
 - [495](#)
 - SimplePlayer, [495](#)
- HZ_GB_2312
 - Crosstales.Ude.Charsets, [122](#)
- Icon
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [93](#)
 - Crosstales.Radio.Model.RadioStation, [447](#)
 - Crosstales.Radio.Model.RecordInfo, [462](#)
- IconUrl
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [93](#)
 - Crosstales.Radio.Model.RadioStation, [447](#)
 - Crosstales.Radio.Model.RecordInfo, [462](#)
- Id
 - Crosstales.Common.Util.CTProcess, [164](#)
- IgnoreMaxSize
 - Crosstales.UI.UIResize, [526](#)
- IgnoreStream
 - Crosstales.NVorbis.NewStreamEventArgs, [352](#)
- ImageResolution
 - Crosstales.Radio.OnRadio.Model, [31](#)
- Info
 - Crosstales.Radio.Model.RecordInfo, [462](#)
- Init
 - Crosstales.NVorbis.IContainerReader, [294](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [143](#)
- INITIAL_LIST_SIZE
 - Crosstales.Radio.Util.Constants, [138](#)
- Instance
 - Crosstales.Common.Util.Singleton< T >, [499](#)
 - Crosstales.Radio.RadioPlayer, [415](#)
- InstantBitRate
 - Crosstales.NVorbis.IVorbisStreamStatus, [328](#)
- InstantiatePrefab
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [64](#)
 - Crosstales.Radio.EditorUtil.EditorHelper, [186](#)
- InstantiateRadioPlayers
 - Crosstales.Radio.RadioManager, [402](#)
- International
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [366](#)
 - Crosstales.Radio.OnRadio.Service.Reco2Service, [458](#)
 - Crosstales.Radio.OnRadio.Service.TopsongsService, [519](#)
- INVOKE_DELAY
 - Crosstales.Radio.Util.Constants, [138](#)
- InvokeMethod
 - Crosstales.Common.Util.BaseHelper, [73](#)

- isAndroidPlatform
 - Crosstales.Common.Util.BaseHelper, [77](#)
- isAnyAudioPlaying
 - Crosstales.Radio.BasePlayer, [85](#)
- isAnyPlayback
 - Crosstales.Radio.BasePlayer, [85](#)
- isAppleBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [75](#)
- isAudioPlaying
 - Crosstales.Radio.IPlayer, [310](#)
 - Crosstales.Radio.RadioManager, [403](#)
- isBuffering
 - Crosstales.Radio.IPlayer, [310](#)
 - Crosstales.Radio.RadioManager, [403](#)
- isBusy
 - Crosstales.Common.Util.CTProcess, [164](#)
- IsCopyrighted
 - Crosstales.NLayer.IMpegFrame, [299](#)
- IsCorrupted
 - Crosstales.NLayer.IMpegFrame, [299](#)
- IsDone
 - Crosstales.Ude.CharsetDetector, [117](#)
 - Crosstales.Ude.ICharsetDetector, [291](#)
- isEditor
 - Crosstales.Common.Util.BaseHelper, [75](#)
- isEditorMode
 - Crosstales.Common.Util.BaseHelper, [75](#)
- IsEndOfStream
 - Crosstales.NVorbis.DataPacket, [173](#), [179](#)
- isFiltering
 - Crosstales.Radio.Model.RadioFilter, [383](#)
- isIL2CPP
 - Crosstales.Common.Util.BaseHelper, [77](#)
- isInitialized
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [93](#)
- isInternetAvailable
 - Crosstales.Common.Util.NetworkHelper, [351](#)
- isIOSBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [75](#)
- isIOSPlatform
 - Crosstales.Common.Util.BaseHelper, [78](#)
- isLinuxEditor
 - Crosstales.Common.Util.BaseHelper, [78](#)
- isLinuxPlatform
 - Crosstales.Common.Util.BaseHelper, [78](#)
- isLoaded
 - Crosstales.Radio.EditorUtil.EditorConfig, [182](#)
 - Crosstales.Radio.Util.Config, [129](#)
- isMacOSEditor
 - Crosstales.Common.Util.BaseHelper, [78](#)
- isMacOSPlatform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isMobilePlatform
 - Crosstales.Common.Util.BaseHelper, [75](#)
- isMuted
 - Crosstales.Radio.IPlayer, [310](#)
- ISO639ToLanguage
 - Crosstales.Common.Util.BaseHelper, [73](#)
- ISO8859_2
 - Crosstales.Ude.Charsets, [122](#)
- ISO8859_5
 - Crosstales.Ude.Charsets, [122](#)
- ISO8859_8
 - Crosstales.Ude.Charsets, [122](#)
- ISO_8859_7
 - Crosstales.Ude.Charsets, [122](#)
- IsParameterChange
 - Crosstales.NVorbis.VorbisReader, [537](#)
- isPlayback
 - Crosstales.Radio.IPlayer, [310](#)
 - Crosstales.Radio.RadioManager, [403](#)
- isPS4Platform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isReady
 - Crosstales.Radio.Provider.IRadioProvider, [315](#)
 - Crosstales.Radio.Set.ISet, [325](#)
- IsResync
 - Crosstales.NVorbis.DataPacket, [173](#), [180](#)
- isSane
 - Crosstales.Radio.Util.Helper, [283](#)
- IsShort
 - Crosstales.NVorbis.DataPacket, [173](#)
- isStandalonePlatform
 - Crosstales.Common.Util.BaseHelper, [76](#)
- isSupportedPlatform
 - Crosstales.Radio.Util.Helper, [287](#)
- isTvOSPlatform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isValidBitrate
 - Crosstales.Radio.Util.Helper, [283](#)
- isValidBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [64](#)
- isValidFormat
 - Crosstales.Radio.Util.Helper, [283](#)
- isValidMP3Bitrate
 - Crosstales.Radio.Util.Helper, [284](#)
- isValidOGGBitrate
 - Crosstales.Radio.Util.Helper, [284](#)
- isValidToken
 - Crosstales.Radio.OnRadio.Service.BaseService, [104](#)
- isValidURL
 - Crosstales.Common.Util.NetworkHelper, [350](#)
- isWebGLPlatform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isWebPlatform
 - Crosstales.Common.Util.BaseHelper, [76](#)
- isWindowsBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [76](#)
- isWindowsEditor
 - Crosstales.Common.Util.BaseHelper, [80](#)
- isWindowsPlatform
 - Crosstales.Common.Util.BaseHelper, [80](#)
- isWSABasedPlatform
 - Crosstales.Common.Util.BaseHelper, [76](#)

- isWSAPlatform
 - Crosstales.Common.Util.BaseHelper, [80](#)
- isXboxOnePlatform
 - Crosstales.Common.Util.BaseHelper, [80](#)
- ItemPrefab
 - Crosstales.Radio.Demo.GUIRadioplayer, [274](#)
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [267](#)
- KeyCode
 - Crosstales.Common.Util.CTScreenshot, [169](#)
- Kill
 - Crosstales.Common.Util.CTProcess, [162](#)
- Language
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [94](#)
 - Crosstales.Radio.Model.RadioStation, [447](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [366](#)
- Languages
 - Crosstales.Radio.Model.RadioFilter, [383](#)
- LanguageToISO639
 - Crosstales.Common.Util.BaseHelper, [74](#)
- Layer
 - Crosstales.NLayer.IMpegFrame, [299](#)
- LeftToRight
 - Crosstales.Common.Audio.SpectrumVisualizer, [508](#)
- LegacyMode
 - Crosstales.Radio.IPlayer, [311](#)
- Length
 - Crosstales.Common.Util.MemoryCacheStream, [345](#)
 - Crosstales.NVorbis.DataPacket, [180](#)
- Limit
 - Crosstales.Radio.Model.RadioFilter, [383](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [366](#)
 - Crosstales.Radio.OnRadio.Service.Reco2Service, [458](#)
 - Crosstales.Radio.OnRadio.Service.TopsongsService, [519](#)
- Load
 - Crosstales.Radio.EditorUtil.EditorConfig, [181](#)
 - Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio, [418](#)
 - Crosstales.Radio.Provider.BaseRadioProvider, [96](#)
 - Crosstales.Radio.Provider.IRadioProvider, [314](#)
 - Crosstales.Radio.RadioManager, [390](#)
 - Crosstales.Radio.RadioPlayer, [413](#)
 - Crosstales.Radio.Set.ISet, [318](#)
 - Crosstales.Radio.Set.RadioSet, [431](#)
 - Crosstales.Radio.SimplePlayer, [479](#)
 - Crosstales.Radio.Tool.LoadIcon, [338](#)
 - Crosstales.Radio.Util.Config, [128](#)
- LoadOnlyOnce
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [379](#)
- LoadOnStart
 - Crosstales.Radio.Provider.BaseRadioProvider, [97](#)
 - Crosstales.Radio.RadioManager, [402](#)
- LoadOnStartInEditor
 - Crosstales.Radio.Provider.BaseRadioProvider, [97](#)
 - Crosstales.Radio.RadioManager, [402](#)
- LoadRecordIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [106](#)
- LoadStationIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [106](#)
- Loop
 - Crosstales.UI.Audio.AudioSourceController, [46](#)
- LowerBitrate
 - Crosstales.NVorbis.VorbisReader, [537](#)
- LyricsUrl
 - Crosstales.Radio.Model.RecordInfo, [463](#)
- Manager
 - Crosstales.Radio.Demo.GUIRadioplayer, [275](#)
- ManagerName
 - Crosstales.UI.UIFocus, [523](#)
- Material
 - Crosstales.Common.Util.RandomColor, [453](#)
- MAX_CACHESTREAMSIZE
 - Crosstales.Radio.Util.Config, [129](#)
- MAX_LOAD_WAIT_TIME
 - Crosstales.Radio.Util.Constants, [138](#)
- MAX_SHOUTCAST_LOAD_WAIT_TIME
 - Crosstales.Radio.Util.Constants, [138](#)
- MAX_WEB_LOAD_WAIT_TIME
 - Crosstales.Radio.Util.Constants, [138](#)
- MaxSize
 - Crosstales.UI.UIResize, [526](#)
- MemoryCacheStream
 - Crosstales.Common.Util.MemoryCacheStream, [344](#)
- MENU_ID
 - Crosstales.Radio.EditorUtil.EditorHelper, [187](#)
- MIN_OGG_BUFFER_SIZE
 - Crosstales.Radio.Util.Constants, [138](#)
- MinSize
 - Crosstales.UI.UIResize, [526](#)
- Mute
 - Crosstales.Radio.BasePlayer, [83](#)
 - Crosstales.Radio.IPlayer, [307](#)
 - Crosstales.Radio.RadioPlayer, [413](#)
 - Crosstales.Radio.SimplePlayer, [479](#)
 - Crosstales.UI.Audio.AudioSourceController, [46](#)
- MuteOrUnMute
 - Crosstales.Radio.BasePlayer, [84](#)
 - Crosstales.Radio.IPlayer, [307](#)
- Name
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [94](#)
 - Crosstales.Radio.Model.RadioStation, [447](#)
- Names
 - Crosstales.Radio.Model.RadioFilter, [383](#)
- NearestBitrate

- Crosstales.Radio.Util.Helper, [284](#)
- NearestMP3Bitrate
 - Crosstales.Radio.Util.Helper, [285](#)
- NearestOGGBitrate
 - Crosstales.Radio.Util.Helper, [285](#)
- NewStream
 - Crosstales.NVorbis.IContainerReader, [295](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [144](#)
- NewStreamEventArgs
 - Crosstales.NVorbis.NewStreamEventArgs, [352](#)
- Next
 - Crosstales.Radio.RadioManager, [390](#)
 - Crosstales.Radio.SimplePlayer, [479](#)
- NextRecordDelay
 - Crosstales.Radio.IPlayer, [311](#)
- NextRecordInfo
 - Crosstales.Radio.IPlayer, [311](#)
- NextStation
 - Crosstales.Radio.RadioManager, [390](#)
 - Crosstales.Radio.Set.ISet, [318](#)
 - Crosstales.Radio.Set.RadioSet, [431](#)
 - Crosstales.Radio.SimplePlayer, [480](#)
- NominalBitrate
 - Crosstales.NVorbis.VorbisReader, [537](#)
- Objects
 - Crosstales.Common.Util.BackgroundController, [48](#)
 - Crosstales.Common.Util.PlatformController, [362](#)
- OGG_CLEAN_INTERVAL_MAX
 - Crosstales.Radio.Util.Constants, [139](#)
- OGG_CLEAN_INTERVAL_MIN
 - Crosstales.Radio.Util.Constants, [139](#)
- OnAudioEnd
 - Crosstales.Radio.BasePlayer, [86](#)
- OnAudioPlayTimeUpdate
 - Crosstales.Radio.BasePlayer, [86](#)
- OnAudioStart
 - Crosstales.Radio.BasePlayer, [86](#)
- OnBufferingEnd
 - Crosstales.Radio.BasePlayer, [86](#)
- OnBufferingProgressUpdate
 - Crosstales.Radio.BasePlayer, [86](#)
- OnBufferingStart
 - Crosstales.Radio.BasePlayer, [87](#)
- OnErrorInfo
 - Crosstales.Radio.BasePlayer, [87](#)
- OnFilterChange
 - Crosstales.Radio.RadioManager, [403](#)
 - Crosstales.Radio.Set.RadioSet, [438](#)
 - Crosstales.Radio.SimplePlayer, [490](#)
- OnNextRecordChange
 - Crosstales.Radio.BasePlayer, [87](#)
- OnNextRecordDelayUpdate
 - Crosstales.Radio.BasePlayer, [87](#)
- OnPanelEnter
 - Crosstales.UI.UIFocus, [523](#)
- OnPlaybackEnd
 - Crosstales.Radio.BasePlayer, [87](#)
- OnPlaybackStart
 - Crosstales.Radio.BasePlayer, [87](#)
- OnProviderReady
 - Crosstales.Radio.Provider.BaseRadioProvider, [97](#)
- Crosstales.Radio.RadioManager, [403](#)
- Crosstales.Radio.Set.RadioSet, [438](#)
- Crosstales.Radio.SimplePlayer, [490](#)
- OnQueryComplete
 - Crosstales.Radio.OnRadio.Service.BaseService, [106](#)
- OnRecordChange
 - Crosstales.Radio.BasePlayer, [88](#)
- OnRecordPlayTimeUpdate
 - Crosstales.Radio.BasePlayer, [88](#)
- OnStationChange
 - Crosstales.Radio.SimplePlayer, [490](#)
- OnStationsChange
 - Crosstales.Radio.Provider.BaseRadioProvider, [97](#)
 - Crosstales.Radio.RadioManager, [404](#)
 - Crosstales.Radio.Set.RadioSet, [438](#)
 - Crosstales.Radio.SimplePlayer, [490](#)
- OnUpdate
 - HutongGames.PlayMaker.Actions.RadioStop, [451](#)
- OpenFile
 - Crosstales.Common.Util.FileHelper, [258](#)
- OpenURL
 - Crosstales.Common.Util.NetworkHelper, [350](#)
- OutputPath
 - Crosstales.Radio.Tool.StreamSaver, [514](#)
- OverheadBits
 - Crosstales.NVorbis.IVorbisStreamStatus, [328](#)
- PacketFlags
 - Crosstales.NVorbis.DataPacket, [173](#)
- PacketLatency
 - Crosstales.NVorbis.IVorbisStreamStatus, [329](#)
- PacketProvider
 - Crosstales.NVorbis.NewStreamEventArgs, [352](#)
- PageGranulePosition
 - Crosstales.NVorbis.DataPacket, [180](#)
- PageLatency
 - Crosstales.NVorbis.IVorbisStreamStatus, [329](#)
- PagesRead
 - Crosstales.NVorbis.IContainerReader, [294](#)
 - Crosstales.NVorbis.IVorbisStreamStatus, [329](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [144](#)
- ParameterChange
 - Crosstales.NVorbis.IPacketProvider, [305](#)
- ParameterChangeEventArgs
 - Crosstales.NVorbis.ParameterChangeEventArgs, [360](#)
- Path
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [379](#)
- PATH_DELIMITER_UNIX
 - Crosstales.Common.Util.BaseConstants, [58](#)
- PATH_DELIMITER_WINDOWS
 - Crosstales.Common.Util.BaseConstants, [58](#)
- PathHasInvalidChars
 - Crosstales.Common.Util.FileHelper, [258](#)

- PathPrefix
 - Crosstales.Radio.Model.Enum, [29](#)
- PeekByte
 - Crosstales.NVorbis.DataPacket, [174](#)
- PeekNextPacket
 - Crosstales.NVorbis.IPacketProvider, [303](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [359](#)
- Pitch
 - Crosstales.Radio.IPlayer, [311](#)
 - Crosstales.UI.Audio.AudioSourceController, [46](#)
- Platform
 - Crosstales.Common.Model.Enum, [20](#)
- Platforms
 - Crosstales.Common.Util.PlatformController, [362](#)
- Play
 - Crosstales.Radio.BasePlayer, [84](#)
 - Crosstales.Radio.IPlayer, [307](#)
 - Crosstales.Radio.RadioPlayer, [413](#)
 - Crosstales.Radio.SimplePlayer, [480](#)
- PLAY_CALL_SPEED
 - Crosstales.Radio.Util.Constants, [139](#)
- PlayAll
 - Crosstales.Radio.RadioManager, [391](#)
- PlayColor
 - Crosstales.Radio.Demo.GUIPlayOwnRadio, [269](#)
 - Crosstales.Radio.Demo.GUIPlayRadio, [271](#)
 - Crosstales.Radio.Demo.GUIPlayStation, [272](#)
 - Crosstales.Radio.Demo.GUIRadioStatic, [276](#)
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [67](#)
- PlayedRecords
 - Crosstales.Radio.Model.RadioStation, [448](#)
- PlayEndless
 - Crosstales.Radio.SimplePlayer, [489](#)
- Player
 - Crosstales.Radio.Demo.GUIPlayOwnRadio, [269](#)
 - Crosstales.Radio.Demo.GUIPlayRadio, [271](#)
 - Crosstales.Radio.Demo.GUIPlayStation, [272](#)
 - Crosstales.Radio.Demo.GUIRadioStatic, [276](#)
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [67](#)
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [267](#)
 - Crosstales.Radio.SimplePlayer, [489](#)
 - Crosstales.Radio.Tool.Loudspeaker, [339](#)
 - Crosstales.Radio.Tool.StreamSaver, [514](#)
- PlayerFromIndex
 - Crosstales.Radio.RadioManager, [391](#)
- Players
 - Crosstales.Radio.RadioManager, [402](#)
- PlayersByBitrate
 - Crosstales.Radio.RadioManager, [391](#)
- PlayersByFormat
 - Crosstales.Radio.RadioManager, [392](#)
- PlayersByGenres
 - Crosstales.Radio.RadioManager, [392](#)
- PlayersByName
 - Crosstales.Radio.RadioManager, [392](#)
- PlayersByRating
 - Crosstales.Radio.RadioManager, [393](#)
- PlayersByStation
 - Crosstales.Radio.RadioManager, [393](#)
- PlayersByURL
 - Crosstales.Radio.RadioManager, [394](#)
- PlayInEditor
 - Crosstales.Radio.RadioPlayer, [413](#)
- PlayOnStart
 - Crosstales.Radio.RadioPlayer, [415](#)
 - Crosstales.Radio.SimplePlayer, [489](#)
- PlayOrStop
 - Crosstales.Radio.BasePlayer, [84](#)
 - Crosstales.Radio.IPlayer, [307](#)
- PlayRandom
 - Crosstales.Radio.SimplePlayer, [489](#)
 - HutongGames.PlayMaker.Actions.RadioManagerPlayNext, [405](#)
 - HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious, [406](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerPlayNext, [493](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious, [494](#)
- PlayTime
 - Crosstales.Radio.IPlayer, [312](#)
- Position
 - Crosstales.Common.Util.MemoryCacheStream, [345](#)
- PREFAB_AUTOLOAD
 - Crosstales.Radio.EditorUtil.EditorConfig, [182](#)
- PREFAB_PATH
 - Crosstales.Radio.EditorUtil.EditorConfig, [182](#)
- PREFAB_SUBPATH
 - Crosstales.Radio.EditorUtil.EditorConstants, [185](#)
- PrefabPath
 - Crosstales.Common.Util.Singleton< T >, [499](#)
- Prefix
 - Crosstales.Common.Util.CTScreenshot, [169](#)
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [376](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [379](#)
- PREFIX_FILE
 - Crosstales.Common.Util.BaseConstants, [60](#)
- Previous
 - Crosstales.Radio.RadioManager, [394](#)
 - Crosstales.Radio.SimplePlayer, [480](#)
- PreviousStation
 - Crosstales.Radio.RadioManager, [394](#)
 - Crosstales.Radio.Set.ISet, [318](#)
 - Crosstales.Radio.Set.RadioSet, [431](#)
 - Crosstales.Radio.SimplePlayer, [481](#)
- PROCESS_KILL_TIME
 - Crosstales.Common.Util.BaseConstants, [58](#)
- Provider
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [267](#)
- Providers

- Crosstales.Radio.Set.RadioSet, [438](#)
- Query
 - Crosstales.Radio.OnRadio.Service.BaseService, [101](#)
- QueryOnStart
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [268](#)
 - Crosstales.Radio.OnRadio.Service.BaseService, [106](#)
- RadioEntries
 - Crosstales.Radio.Provider.IRadioProvider, [315](#)
- RadioEntryResource
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [372](#)
- RadioEntryShoutcast
 - Crosstales.Radio.Model.Entry.RadioEntryShoutcast, [373](#)
- RadioEntryURL
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [375](#)
- RadioEntryUser
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [377](#)
- RadioFilter
 - Crosstales.Radio.Model.RadioFilter, [381](#), [382](#)
- RadioManager
 - HutongGames.PlayMaker.Actions.RadioManagerPlayNext, [405](#)
 - HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious, [407](#)
 - HutongGames.PlayMaker.Actions.RadioManagerStopAll, [408](#)
- RadioName
 - HutongGames.PlayMaker.Actions.RadioPlay, [410](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [417](#)
- RadioPlayer
 - HutongGames.PlayMaker.Actions.RadioPlay, [410](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [417](#)
 - HutongGames.PlayMaker.Actions.RadioStop, [451](#)
- RadioPrefab
 - Crosstales.Radio.RadioManager, [402](#)
- RadioStation
 - Crosstales.Radio.Model.RadioStation, [441](#), [443](#)
- RandomChangeIntervalPerAxis
 - Crosstales.Common.Util.RandomRotator, [455](#)
- RandomizePlayers
 - Crosstales.Radio.RadioManager, [395](#)
- RandomizeStations
 - Crosstales.Radio.RadioManager, [395](#)
 - Crosstales.Radio.Set.ISet, [319](#)
 - Crosstales.Radio.Set.RadioSet, [432](#)
 - Crosstales.Radio.SimplePlayer, [481](#)
- RandomRotationAtStart
 - Crosstales.Common.Util.RandomRotator, [455](#)
- RandomStations
 - Crosstales.Radio.Set.ISet, [325](#)
- Rating
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [94](#)
 - Crosstales.Radio.Model.RadioStation, [448](#)
 - Crosstales.Radio.Model.RecordInfo, [462](#)
- RatingMax
 - Crosstales.Radio.Model.RadioFilter, [384](#)
- RatingMin
 - Crosstales.Radio.Model.RadioFilter, [384](#)
- Read
 - Crosstales.NVorbis.DataPacket, [174](#)
- ReadBit
 - Crosstales.NVorbis.DataPacket, [175](#)
- ReadBits
 - Crosstales.NLayer.Decoder.MpegFrame, [347](#)
 - Crosstales.NLayer.IMpegFrame, [297](#)
 - Crosstales.NVorbis.DataPacket, [175](#)
- ReadByte
 - Crosstales.NVorbis.DataPacket, [175](#)
- ReadBytes
 - Crosstales.NVorbis.DataPacket, [175](#)
- ReadInt16
 - Crosstales.NVorbis.DataPacket, [176](#)
- ReadInt32
 - Crosstales.NVorbis.DataPacket, [176](#)
- ReadInt64
 - Crosstales.NVorbis.DataPacket, [176](#)
- ReadNextByte
 - Crosstales.NVorbis.DataPacket, [176](#)
 - Crosstales.NVorbis.Ogg.Packet, [356](#)
- ReadNumberOfStations
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [372](#)
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [376](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [379](#)
- ReadOnlyTextField
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [64](#)
- ReadSamples
 - Crosstales.NVorbis.VorbisReader, [535](#)
- ReadUInt16
 - Crosstales.NVorbis.DataPacket, [177](#)
- ReadUInt32
 - Crosstales.NVorbis.DataPacket, [177](#)
- ReadUInt64
 - Crosstales.NVorbis.DataPacket, [177](#)
- Record
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [67](#)
- RecordInfo
 - Crosstales.Radio.IPlayer, [312](#)
 - Crosstales.Radio.Model.RecordInfo, [461](#)
- RecordPlayTime
 - Crosstales.Radio.IPlayer, [312](#)
- RecordPrefab
 - Crosstales.Radio.OnRadio.Demo.OrderManager, [354](#)
- RecordsByArtist

- Crosstales.Radio.OnRadio.Service.BaseService, [101](#)
- RecordsByStationName
 - Crosstales.Radio.OnRadio.Service.BaseService, [102](#)
- RecordsByTitle
 - Crosstales.Radio.OnRadio.Service.BaseService, [102](#)
- RecordStartDelay
 - Crosstales.Radio.Tool.StreamSaver, [514](#)
- RecordStopDelay
 - Crosstales.Radio.Tool.StreamSaver, [514](#)
- RedirectStandardError
 - Crosstales.Common.Util.CTProcessStartInfo, [166](#)
- RedirectStandardOutput
 - Crosstales.Common.Util.CTProcessStartInfo, [166](#)
- RefreshAssetDatabase
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [64](#)
- RemoteCertificateValidationCallback
 - Crosstales.Common.Util.NetworkHelper, [350](#)
- RemoveSymbolsFromAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefines, [49](#)
- RequestHeaders
 - Crosstales.Radio.Model.RadioStation, [448](#)
- Reset
 - Crosstales.NLayer.Decoder.MpegFrame, [347](#)
 - Crosstales.NLayer.IMpegFrame, [298](#)
 - Crosstales.Radio.EditorUtil.EditorConfig, [181](#)
 - Crosstales.Radio.Util.Config, [128](#)
 - Crosstales.Ude.CharsetDetector, [117](#)
 - Crosstales.Ude.Core.Big5Prober, [110](#)
 - Crosstales.Ude.Core.CharsetProber, [120](#)
 - Crosstales.Ude.Core.EscCharsetProber, [188](#)
 - Crosstales.Ude.Core.EUCJPProber, [191](#)
 - Crosstales.Ude.Core.EUCKRProber, [193](#)
 - Crosstales.Ude.Core.EUCTWProber, [196](#)
 - Crosstales.Ude.Core.GB18030Prober, [264](#)
 - Crosstales.Ude.Core.HebrewProber, [280](#)
 - Crosstales.Ude.Core.Latin1Prober, [332](#)
 - Crosstales.Ude.Core.MBCSGroupProber, [342](#)
 - Crosstales.Ude.Core.SBCSGroupProber, [467](#)
 - Crosstales.Ude.Core.SingleByteCharSetProber, [497](#)
 - Crosstales.Ude.Core.SJISProber, [503](#)
 - Crosstales.Ude.Core.UniversalDetector, [529](#)
 - Crosstales.Ude.Core.UTF8Prober, [531](#)
 - Crosstales.Ude.ICharsetDetector, [291](#)
- ResetAllAudioSources
 - Crosstales.UI.Audio.AudioSourceController, [45](#)
- ResetAudioFilters
 - Crosstales.UI.Audio.AudioFilterController, [44](#)
- ResetAudioSourcesOnStart
 - Crosstales.UI.Audio.AudioSourceController, [46](#)
- ResetBitReader
 - Crosstales.NVorbis.DataPacket, [177](#)
- ResetStats
 - Crosstales.NVorbis.IVorbisStreamStatus, [328](#)
 - Crosstales.NVorbis.VorbisStreamDecoder, [540](#)
- Resource
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [372](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [379](#)
- Restart
 - Crosstales.Radio.BasePlayer, [84](#)
 - Crosstales.Radio.IPlayer, [307](#)
 - Crosstales.Radio.RadioPlayer, [414](#)
 - Crosstales.Radio.SimplePlayer, [481](#)
- RestartUnity
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [65](#)
- Retries
 - Crosstales.Radio.Demo.GUIPlayOwnRadio, [269](#)
 - Crosstales.Radio.Demo.GUIRadioStatic, [276](#)
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [67](#)
 - Crosstales.Radio.SimplePlayer, [489](#)
- RetryOnError
 - Crosstales.Radio.SimplePlayer, [489](#)
- RowLength
 - Crosstales.Radio.Demo.GUIPlayStation, [273](#)
- SampleCount
 - Crosstales.NLayer.IMpegFrame, [299](#)
- SampleRate
 - Crosstales.Common.Model.Enum, [20](#)
 - Crosstales.NLayer.IMpegFrame, [300](#)
 - Crosstales.NVorbis.VorbisReader, [538](#)
 - Crosstales.Radio.IPlayer, [312](#)
 - Crosstales.Radio.Model.RadioStation, [448](#)
- SampleRateIndex
 - Crosstales.NLayer.IMpegFrame, [300](#)
- Samples
 - Crosstales.Common.Audio.FFTAnalyzer, [254](#)
- SaturationRange
 - Crosstales.Common.Util.RandomColor, [453](#)
- Save
 - Crosstales.Common.Util.CTPlayerPrefs, [156](#)
 - Crosstales.Radio.EditorUtil.EditorConfig, [181](#)
 - Crosstales.Radio.Provider.BaseRadioProvider, [96](#)
 - Crosstales.Radio.Provider.IRadioProvider, [314](#)
 - Crosstales.Radio.RadioManager, [395](#)
 - Crosstales.Radio.RadioPlayer, [414](#)
 - Crosstales.Radio.Set.ISet, [319](#)
 - Crosstales.Radio.Set.RadioSet, [432](#)
 - Crosstales.Radio.SimplePlayer, [482](#)
 - Crosstales.Radio.Util.Config, [128](#)
- SaveAsM3U
 - Crosstales.Radio.Util.Helper, [286](#)
- SaveAsPLS
 - Crosstales.Radio.Util.Helper, [286](#)
- SaveAsXSPF
 - Crosstales.Radio.Util.Helper, [286](#)
- SaveOnDisable
 - Crosstales.Radio.Provider.RadioProviderUser, [427](#)

- Scale
 - Crosstales.Common.Util.CTScreenshot, [169](#)
- ScaleMax
 - Crosstales.Common.Util.RandomScaler, [456](#)
- ScaleMin
 - Crosstales.Common.Util.RandomScaler, [456](#)
- SecondLatency
 - Crosstales.NVorbis.IVorbisStreamStatus, [329](#)
- SeekToPacket
 - Crosstales.NVorbis.IPacketProvider, [304](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [359](#)
- SeparatorUI
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [65](#)
- SerializeToFile< T >
 - Crosstales.Common.Util.XmlHelper, [549](#)
- SerializeToString< T >
 - Crosstales.Common.Util.XmlHelper, [550](#)
- ServerInfo
 - Crosstales.Radio.Model.RadioStation, [448](#)
- Service
 - Crosstales.Radio.Demo.GUIPlayStation, [273](#)
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [67](#)
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [268](#)
 - Crosstales.Radio.OnRadio.Demo.QueryPlaylist, [369](#)
 - Crosstales.Radio.OnRadio.Demo.QueryReco2, [370](#)
 - Crosstales.Radio.OnRadio.Demo.QueryTopsongs, [370](#)
- Services
 - Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio, [419](#)
- Set
 - Crosstales.Radio.RadioManager, [402](#)
 - Crosstales.Radio.SimplePlayer, [490](#)
- SetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [156](#)
- SetColor
 - Crosstales.Common.Util.CTPlayerPrefs, [157](#)
- SetDate
 - Crosstales.Common.Util.CTPlayerPrefs, [157](#)
- SetFlag
 - Crosstales.NVorbis.DataPacket, [178](#)
- SetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [157](#)
- SetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [157](#)
- SetLanguage
 - Crosstales.Common.Util.CTPlayerPrefs, [158](#)
- SetQuaternion
 - Crosstales.Common.Util.CTPlayerPrefs, [158](#)
- SetString
 - Crosstales.Common.Util.CTPlayerPrefs, [158](#)
- SetVector2
 - Crosstales.Common.Util.CTPlayerPrefs, [159](#)
- SetVector3
 - Crosstales.Common.Util.CTPlayerPrefs, [159](#)
- SetVector4
 - Crosstales.Common.Util.CTPlayerPrefs, [159](#)
- SHOUTCAST
 - Crosstales.Radio.Util.Constants, [139](#)
- ShoutcastID
 - Crosstales.Radio.Model.Entry.RadioEntryShoutcast, [374](#)
- SHOW_BWF_BANNER
 - Crosstales.Common.Util.BaseConstants, [58](#)
- SHOW_DJ_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_FB_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_OC_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_RADIO_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_RTV_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_TB_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_TPB_BANNER
 - Crosstales.Common.Util.BaseConstants, [60](#)
- SHOW_TPS_BANNER
 - Crosstales.Common.Util.BaseConstants, [60](#)
- SHOW_TR_BANNER
 - Crosstales.Common.Util.BaseConstants, [60](#)
- ShowFile
 - Crosstales.Common.Util.FileHelper, [258](#)
 - Crosstales.Radio.Provider.RadioProviderUser, [427](#)
- ShowPath
 - Crosstales.Common.Util.FileHelper, [259](#)
- SilenceSource
 - Crosstales.Radio.Tool.Loudspeaker, [339](#)
 - Crosstales.Radio.Tool.StreamSaver, [515](#)
- SimplePlayer
 - HutongGames.PlayMaker.Actions.SimplePlayerPlay, [492](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerPlayNext, [493](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious, [494](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerStop, [495](#)
- SkipBits
 - Crosstales.NVorbis.DataPacket, [178](#)
- SkipBytes
 - Crosstales.NVorbis.DataPacket, [178](#)
- SongArtService
 - Crosstales.Radio.OnRadio.Service.BaseService, [102](#)
- Source
 - Crosstales.Radio.IPlayer, [312](#)
- SourceA
 - Crosstales.Radio.Tool.CrossFader, [147](#)
- SourceB

- Crosstales.Radio.Tool.CrossFader, [147](#)
- Speed
 - Crosstales.UI.WindowManager, [547](#)
- SpeedFactor
 - Crosstales.UI.UIResize, [526](#)
- SpeedMax
 - Crosstales.Common.Util.RandomRotator, [455](#)
- SpeedMin
 - Crosstales.Common.Util.RandomRotator, [455](#)
- SplitStringToLines
 - Crosstales.Common.Util.BaseHelper, [74](#)
- SpotifyUrl
 - Crosstales.Radio.Model.RecordInfo, [463](#)
- StandardError
 - Crosstales.Common.Util.CTProcess, [164](#)
- StandardErrorEncoding
 - Crosstales.Common.Util.CTProcessStartInfo, [166](#)
- StandardOutput
 - Crosstales.Common.Util.CTProcess, [164](#)
- StandardOutputEncoding
 - Crosstales.Common.Util.CTProcessStartInfo, [167](#)
- Start
 - Crosstales.Common.Util.CTProcess, [162](#), [163](#)
- StartInfo
 - Crosstales.Common.Util.CTProcess, [164](#)
- StartTime
 - Crosstales.Common.Util.CTProcess, [164](#)
- Station
 - Crosstales.Radio.IPlayer, [313](#)
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [94](#)
 - Crosstales.Radio.Model.RadioStation, [448](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [410](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [417](#)
- StationFromHashCode
 - Crosstales.Radio.RadioManager, [396](#)
 - Crosstales.Radio.Set.ISet, [319](#)
 - Crosstales.Radio.Set.RadioSet, [433](#)
 - Crosstales.Radio.SimplePlayer, [482](#)
- StationFromIndex
 - Crosstales.Radio.RadioManager, [396](#)
 - Crosstales.Radio.Set.ISet, [320](#)
 - Crosstales.Radio.Set.RadioSet, [433](#)
 - Crosstales.Radio.SimplePlayer, [482](#)
- StationInfo
 - Crosstales.Radio.Model.RadioStation, [444](#)
- StationInfoLabels
 - Crosstales.Radio.Model.RadioStation, [444](#)
- StationPrefab
 - Crosstales.Radio.OnRadio.Demo.OrderManager, [355](#)
- Stations
 - Crosstales.Radio.Model.RadioFilter, [384](#)
 - Crosstales.Radio.Provider.IRadioProvider, [315](#)
 - Crosstales.Radio.Set.ISet, [325](#)
- StationsByBitrate
 - Crosstales.Radio.RadioManager, [397](#)
 - Crosstales.Radio.Set.ISet, [320](#)
- Crosstales.Radio.Set.RadioSet, [433](#)
- Crosstales.Radio.SimplePlayer, [484](#)
- StationsByCities
 - Crosstales.Radio.RadioManager, [397](#)
 - Crosstales.Radio.Set.ISet, [321](#)
 - Crosstales.Radio.Set.RadioSet, [434](#)
 - Crosstales.Radio.SimplePlayer, [484](#)
- StationsByCountries
 - Crosstales.Radio.RadioManager, [397](#)
 - Crosstales.Radio.Set.ISet, [321](#)
 - Crosstales.Radio.Set.RadioSet, [434](#)
 - Crosstales.Radio.SimplePlayer, [485](#)
- StationsByFormat
 - Crosstales.Radio.RadioManager, [398](#)
 - Crosstales.Radio.Set.ISet, [321](#)
 - Crosstales.Radio.Set.RadioSet, [435](#)
 - Crosstales.Radio.SimplePlayer, [485](#)
- StationsByGenres
 - Crosstales.Radio.RadioManager, [398](#)
 - Crosstales.Radio.Set.ISet, [322](#)
 - Crosstales.Radio.Set.RadioSet, [435](#)
 - Crosstales.Radio.SimplePlayer, [485](#)
- StationsByLanguages
 - Crosstales.Radio.RadioManager, [399](#)
 - Crosstales.Radio.Set.ISet, [322](#)
 - Crosstales.Radio.Set.RadioSet, [436](#)
 - Crosstales.Radio.SimplePlayer, [486](#)
- StationsByName
 - Crosstales.Radio.OnRadio.Service.BaseService, [103](#)
 - Crosstales.Radio.RadioManager, [399](#)
 - Crosstales.Radio.Set.ISet, [323](#)
 - Crosstales.Radio.Set.RadioSet, [436](#)
 - Crosstales.Radio.SimplePlayer, [486](#)
- StationsByRating
 - Crosstales.Radio.RadioManager, [400](#)
 - Crosstales.Radio.Set.ISet, [323](#)
 - Crosstales.Radio.Set.RadioSet, [436](#)
 - Crosstales.Radio.SimplePlayer, [487](#)
- StationsByStation
 - Crosstales.Radio.RadioManager, [400](#)
 - Crosstales.Radio.Set.ISet, [324](#)
 - Crosstales.Radio.Set.RadioSet, [437](#)
 - Crosstales.Radio.SimplePlayer, [487](#)
- StationsByURL
 - Crosstales.Radio.RadioManager, [400](#)
 - Crosstales.Radio.Set.ISet, [324](#)
 - Crosstales.Radio.Set.RadioSet, [437](#)
 - Crosstales.Radio.SimplePlayer, [488](#)
- StationService
 - Crosstales.Radio.OnRadio.Service.BaseService, [103](#)
- Stats
 - Crosstales.NVorbis.VorbisReader, [538](#)
- StereoPan
 - Crosstales.Radio.IPlayer, [313](#)
 - Crosstales.UI.Audio.AudioSourceController, [47](#)
- Stop

- Crosstales.Radio.BasePlayer, [85](#)
- Crosstales.Radio.IPlayer, [308](#)
- Crosstales.Radio.RadioPlayer, [414](#)
- Crosstales.Radio.SimplePlayer, [488](#)
- StopAll
 - Crosstales.Radio.RadioManager, [401](#)
- StreamCount
 - Crosstales.NVorbis.VorbisReader, [538](#)
- StreamIndex
 - Crosstales.NVorbis.VorbisReader, [538](#)
- StreamingAssetsPath
 - Crosstales.Common.Util.FileHelper, [260](#)
- StreamSerial
 - Crosstales.NVorbis.IPacketProvider, [304](#)
- StreamSerials
 - Crosstales.NVorbis.IContainerReader, [294](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [143](#)
- StreamTitle
 - Crosstales.Radio.Model.RecordInfo, [463](#)
- StreamUrl
 - Crosstales.Radio.Model.RecordInfo, [464](#)
- Survivors
 - Crosstales.Common.Util.SurviveSceneSwitch, [517](#)
- Switch
 - Crosstales.Radio.Demo.SceneSwitcher, [468](#)
- SwitchStreams
 - Crosstales.NVorbis.VorbisReader, [536](#)
- Timeout
 - Crosstales.Common.Util.CTWebClient, [170](#)
- TIS620
 - Crosstales.Ude.Charsets, [122](#)
- Title
 - Crosstales.Radio.Model.RecordInfo, [464](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [366](#)
- ToAudioClip
 - Crosstales.Common.Audio.WavMaster, [542](#), [543](#)
- Token
 - Crosstales.Radio.OnRadio.Service.BaseService, [106](#)
- ToShortString
 - Crosstales.Radio.Model.RadioStation, [445](#)
 - Crosstales.Radio.Model.RecordInfo, [461](#)
- TotalDataRequests
 - Crosstales.Radio.Model.RadioStation, [449](#)
 - Crosstales.Radio.Util.Context, [145](#)
- TotalDataSize
 - Crosstales.Radio.Model.RadioStation, [449](#)
 - Crosstales.Radio.Util.Context, [145](#)
- TotalPages
 - Crosstales.NVorbis.IVorbisStreamStatus, [329](#)
- TotalPlayTime
 - Crosstales.Radio.Model.RadioStation, [449](#)
 - Crosstales.Radio.Util.Context, [145](#)
- TotalRequests
 - Crosstales.Radio.OnRadio.Service.BaseService, [104](#)
- TotalTime
 - Crosstales.NVorbis.VorbisReader, [538](#)
- ToTextLine
 - Crosstales.Radio.Model.RadioStation, [445](#)
- TryPeekBits
 - Crosstales.NVorbis.DataPacket, [178](#)
- UCS4_2413
 - Crosstales.Ude.Charsets, [123](#)
- UCS4_3412
 - Crosstales.Ude.Charsets, [123](#)
- Uniform
 - Crosstales.Common.Util.RandomScaler, [457](#)
- UnMute
 - Crosstales.Radio.BasePlayer, [85](#)
 - Crosstales.Radio.IPlayer, [308](#)
 - Crosstales.Radio.RadioPlayer, [414](#)
 - Crosstales.Radio.SimplePlayer, [488](#)
- UPDATE_CHECK
 - Crosstales.Radio.EditorUtil.EditorConfig, [183](#)
- UpdateDataAtPlay
 - Crosstales.Radio.Model.RadioStation, [449](#)
- UpdateStatus
 - Crosstales.Radio.EditorTask, [27](#)
- UpperBitrate
 - Crosstales.NVorbis.VorbisReader, [538](#)
- URL
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [376](#)
- Url
 - Crosstales.Radio.Model.RadioStation, [449](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [410](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [417](#)
- URLPrefix
 - Crosstales.Radio.Model.Enum, [29](#)
- Urls
 - Crosstales.Radio.Model.RadioFilter, [384](#)
- UseCmdExecute
 - Crosstales.Common.Util.CTProcessStartInfo, [167](#)
- UseInterval
 - Crosstales.Common.Util.RandomColor, [453](#)
 - Crosstales.Common.Util.RandomRotator, [455](#)
 - Crosstales.Common.Util.RandomScaler, [457](#)
- User1
 - Crosstales.NVorbis.DataPacket, [173](#)
- User2
 - Crosstales.NVorbis.DataPacket, [173](#)
- User3
 - Crosstales.NVorbis.DataPacket, [173](#)
- User4
 - Crosstales.NVorbis.DataPacket, [173](#)
- UseShellExecute
 - Crosstales.Common.Util.CTProcessStartInfo, [167](#)
- UseThread
 - Crosstales.Common.Util.CTProcessStartInfo, [167](#)
- Validate
 - Crosstales.NLayer.Decoder.FrameBase, [262](#)
 - Crosstales.NLayer.Decoder.ID3Frame, [296](#)
 - Crosstales.NLayer.Decoder.MpegFrame, [347](#)

- Crosstales.NLayer.Decoder.RiffHeaderFrame, [466](#)
- ValidateFile
 - Crosstales.Common.Util.FileHelper, [259](#)
- ValidatePath
 - Crosstales.Common.Util.FileHelper, [259](#)
- ValidURLFromFilePath
 - Crosstales.Common.Util.NetworkHelper, [351](#)
- ValueRange
 - Crosstales.Common.Util.RandomColor, [453](#)
- Vendor
 - Crosstales.NVorbis.VorbisReader, [539](#)
- Version
 - Crosstales.NLayer.IMpegFrame, [300](#)
- VisualPrefab
 - Crosstales.Common.Audio.SpectrumVisualizer, [509](#)
- Volume
 - Crosstales.Radio.IPlayer, [313](#)
 - Crosstales.UI.Audio.AudioSourceController, [47](#)
- WasteBits
 - Crosstales.NVorbis.IContainerReader, [295](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [144](#)
- Width
 - Crosstales.Common.Audio.SpectrumVisualizer, [509](#)
- WIN1251
 - Crosstales.Ude.Charsets, [123](#)
- WIN1252
 - Crosstales.Ude.Charsets, [123](#)
- WIN1253
 - Crosstales.Ude.Charsets, [123](#)
- WIN1255
 - Crosstales.Ude.Charsets, [123](#)
- Windows
 - Crosstales.UI.UIWindowManager, [528](#)
- WorkingDirectory
 - Crosstales.Common.Util.CTProcessStartInfo, [167](#)