ConsoleLogger Namespace

Send Feedback

[Missing <summary> documentation for "N:ConsoleLogger"]

Classes

	Class	Description
🔧	ConsoleLogger	Reports real time events to the console.

ConsoleLogger Class

Send Feedback

Reports real time events to the console.

Inheritance Hierarchy

System.Object
  Module
    ConsoleLogger.ConsoleLogger

Namespace: ConsoleLogger
Assembly: ConsoleLogger (in ConsoleLogger.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| C# | VB | C++ | F# |

Copy to Clipboard Print

```csharp
public class ConsoleLogger : Module
```

See Also

ConsoleLogger Members
ConsoleLogger Namespace

Send Feedback on this topic.

ConsoleLogger Members

Marine Biology VR2C Real Time Project
- Modules

The ConsoleLogger type exposes the following members.

Constructors

	Name	Description
≡●	ConsoleLogger	Constructor

Back to Top

Methods

	Name	Description
≡●	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
≡●	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡●	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡●	getModuleName	For use by UI components to provide a human readable name for this module. (Overrides **ModulegetModuleName()**.)
≡●	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
≡●	**MemberwiseClone**	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
≡●	onRealTimeEvent	Human-readable text of any real time event dispatched is printed to the console. (Overrides **ModuleonRealTimeEvent(RealTimeEvent)**.)
≡●	**ToString**	Returns a string that represents the current object. (Inherited from **Object**.)

(Inherited from **Object**.)

Properties

	Name	Description
	dispatcher	(Inherited from **Module**.)

See Also

ConsoleLogger Class

ConsoleLogger Namespace

Send Feedback on this topic.

ConsoleLogger Constructor

Send Feedback

Constructor

Namespace: ConsoleLogger
Assembly: ConsoleLogger (in ConsoleLogger.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| **C#** | VB | C++ | F# |

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```csharp
public ConsoleLogger(
        Dispatcher dispatcher
)
```

Parameters
dispatcher
   Type: **Dispatcher**
   A reference to the running system real time event dispatcher.

See Also

ConsoleLogger Class

ConsoleLogger Members

ConsoleLogger Namespace

Send Feedback on this topic.

ConsoleLogger Methods

The ConsoleLogger type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from **Object**.)
	getModuleName	For use by UI components to provide a human readable name for this module. (Overrides **ModulegetModuleName()**.)
	GetType	Gets the **Type** of the current instance. (Inherited from **Object**.)
	MemberwiseClone	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
	onRealTimeEvent	Human-readable text of any real time event dispatched is printed to the console. (Overrides **ModuleonRealTimeEvent(RealTimeEvent)**.)
	ToString	Returns a string that represents the current object. (Inherited from **Object**.)

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See Also

ConsoleLogger Class
ConsoleLogger Namespace

ConsoleLogger.getModuleName Method

Send Feedback

For use by UI components to provide a human readable name for this module.

Namespace: ConsoleLogger
Assembly: ConsoleLogger (in ConsoleLogger.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| C# | VB | C++ | F# |

Copy to Clipboard Print

```csharp
public override string getModuleName()
```

Return Value
Name of this module.

See Also

ConsoleLogger Class

ConsoleLogger Members

ConsoleLogger Namespace

Send Feedback on this topic.

ConsoleLogger.onRealTimeEvent Method

Send Feedback

Human-readable text of any real time event dispatched is printed to the console.

Namespace: ConsoleLogger
Assembly: ConsoleLogger (in ConsoleLogger.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| C# | VB | C++ | F# |

Copy to Clipboard Print

```
public override void onRealTimeEvent(
        RealTimeEvent rte
)
```

Parameters
rte
  Type: **RealTimeEvent**
  Real time event dispatched

See Also

ConsoleLogger Class
ConsoleLogger Members
ConsoleLogger Namespace

Send Feedback on this topic.

ConsoleLogger Properties

Send Feedback

The ConsoleLogger type exposes the following members.

Properties

	Name	Description
🖳	**dispatcher**	(Inherited from **Module**.)

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See Also

ConsoleLogger Class
ConsoleLogger Namespace

Send Feedback on this topic.

Databases Namespace

Send Feedback

[Missing <summary> documentation for "N:Databases"]

Classes

	Class	Description
	Database	This module handles the insertion of detections and status events into the database.

Database Class

Send Feedback

This module handles the insertion of detections and status events into the database.

Inheritance Hierarchy

System.Object
  Module
    Databases.Database

Namespace: Databases
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

C#	VB	C++	F#

Copy to Clipboard Print

```csharp
public class Database : Module
```

See Also

Database Members

Databases Namespace

Send Feedback on this topic.

Database Members

Send Feedback

The Database type exposes the following members.

Constructors

	Name	Description
≡●	Database	The constructor for the Database module.

Back to Top

Methods

	Name	Description
≡●	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
≡●	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡●	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡●	getModuleName	Returns the human readable name of this module. (Overrides **ModulegetModuleName()**.)
≡●	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
≡●	**MemberwiseClone**	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
≡●	onRealTimeEvent	The hook for the event dispatcher. Determines the type of message, and if applicable, makes a database insertion. (Overrides **ModuleonRealTimeEvent(RealTimeEvent)**.)
≡●	**ToString**	Returns a string that represents the current

		object. (Inherited from **Object**.)
⬛	updateSensorCalibrations	Updates the list of of sensor tag calibrations from the JSON file. This should be called when the JSON file is updated.

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Properties

	Name	Description
🖼	**dispatcher**	(Inherited from **Module**.)

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See Also

Database Class

Databases Namespace

Database Constructor

Marine Biology VR2C Real Time Project - Modules

The constructor for the Database module.

Namespace: Databases
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

```csharp
public Database(
        Dispatcher dispatcher,
        Object config,
        string host = "csulbsharklab.com",
        string db = "csulbsha_sharktopus",
        string user = "csulbsha_shark",
        string pass = "acoustictelemetry"
)
```

Parameters

dispatcher
  Type: **Dispatcher**
  The Dispatcher this object will receive messages from.

config
  Type: **System.Object**

  **[Missing <param name="config"/> documentation for
  "M:Databases.Database.#ctor(EventSlice.Dispatcher,System.Object,System.String,System.String,System.String,System.String)"]**

host (Optional)
  Type: **System.String**
  The host name of the database to connect to.

db (Optional)
  Type: **System.String**
  The name of the database to connect to.

user (Optional)
  Type: **System.String**
  The username of the database to connect to.

pass (Optional)
  Type: **System.String**
  The password for the user.

See Also

Database Class
Database Members
Databases Namespace

on this topic.

Database Methods

The Database type exposes the following members.

Methods

	Name	Description
≡♦	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
≡♦	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡♦	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡♦	getModuleName	Returns the human readable name of this module. (Overrides **ModulegetModuleName()**.)
≡♦	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
≡♦	**MemberwiseClone**	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
≡♦	onRealTimeEvent	The hook for the event dispatcher. Determines the type of message, and if applicable, makes a database insertion. (Overrides **ModuleonRealTimeEvent(RealTimeEvent)**.)
≡♦	**ToString**	Returns a string that represents the current object. (Inherited from **Object**.)
≡♦	updateSensorCalibrations	Updates the list of of sensor tag calibrations from the JSON file. This should be called when the JSON file is updated.

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See Also

[Database Class](#)

[Databases Namespace](#)

Database.getModuleName Method

Marine Biology VR2C Real Time Project - Modules

Returns the human readable name of this module.

Namespace: Databases
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

C#	VB	C++	F#

Copy to Clipboard Print

```csharp
public override string getModuleName()
```

Return Value
The name of this module.

See Also

Database Class

Database Members

Databases Namespace

on this topic.

Database.onRealTimeEvent Method

Marine Biology VR2C Real Time Project - Modules

The hook for the event dispatcher. Determines the type of message, and if applicable, makes a database insertion.

Namespace: Databases
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

| C# | VB | C++ | F# |

Copy to Clipboard Print

```csharp
public override void onRealTimeEvent(
        RealTimeEvent realTimeEvent
)
```

Parameters
realTimeEvent
  Type: **RealTimeEvent**

  [Missing <param name="realTimeEvent"/> documentation for "M:Databases.Database.onRealTimeEvent(EventSlice.Interfaces.RealTimeEvent)"]

See Also

Database Class

Database Members

Databases Namespace

on this topic.

Database.updateSensorCalibrations Method

Updates the list of of sensor tag calibrations from the JSON file. This should be called when the JSON file is updated.

Namespace: Databases
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

C#	VB	C++	F#

Copy to Clipboard Print

```csharp
public void updateSensorCalibrations(
        Object config
)
```

Parameters
config
  Type: **System.Object**

  [Missing <param name="config"/> documentation for "M:Databases.Database.updateSensorCalibrations(System.Object)"]

See Also

Database Class

Database Members

Databases Namespace

on this topic.

Database Properties

The Database type exposes the following members.

Properties

	Name	Description
🖼	**dispatcher**	(Inherited from **Module**.)

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See Also

Database Class

Databases Namespace

Databases.RealTimeEvents Namespace

Marine Biology VR2C Real Time Project - Modules

[Missing <summary> documentation for "N:Databases.RealTimeEvents"]

Classes

	Class	Description
🔶	DatabaseResponse	Contains the response from the database after an attempted insertion as well as the command.

on this topic.

DatabaseResponse Class

Send Feedback

Contains the response from the database after an attempted insertion as well as the command.

Inheritance Hierarchy

System.Object
  System.Dynamic.DynamicObject
    RealTimeEvent
      Databases.RealTimeEvents.DatabaseResponse

Namespace: Databases.RealTimeEvents
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

C#	VB	C++	F#	Copy to Clipboard Print

```csharp
public class DatabaseResponse : RealTimeEvent
```

See Also

DatabaseResponse Members

Databases.RealTimeEvents Namespace

Send Feedback on this topic.

DatabaseResponse Members

Send Feedback

The DatabaseResponse type exposes the following members.

Constructors

	Name	Description
≡♦	DatabaseResponse	Constructor for this event.

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Methods

	Name	Description
≡♦	**Add**	(Inherited from **RealTimeEvent**.)
≡♦	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
≡♦	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡♦	**GetDynamicMemberNames**	Returns the enumeration of all dynamic member names. (Inherited from **DynamicObject**.)
≡♦	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡♦	**GetMetaObject**	Provides a **DynamicMetaObject** that dispatches to the dynamic virtual methods. The object can be encapsulated inside another **DynamicMetaObject** to provide custom behavior for individual actions. This method supports the Dynamic Language Runtime infrastructure for language implementers and it is not

		for language implementers and it is not intended to be used directly from your code. (Inherited from **DynamicObject**.)
	GetType	Gets the **Type** of the current instance. (Inherited from **Object**.)
	MemberwiseClone	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
	NotifyPropertyChanged	(Inherited from **RealTimeEvent**.)
	Remove	(Inherited from **RealTimeEvent**.)
	RemoveAll	(Inherited from **RealTimeEvent**.)
	ToString	A string representation of this event. (Overrides **RealTimeEventToString()**.)
	TryBinaryOperation	Provides implementation for binary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as addition and multiplication. (Inherited from **DynamicObject**.)
	TryConvert	Provides implementation for type conversion operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that convert an object from one type to another. (Inherited from **DynamicObject**.)
	TryCreateInstance	Provides the implementation for operations that initialize a new instance of a dynamic object. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
	TryDeleteIndex	Provides the implementation for operations that delete an object by index. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
	TryDeleteMember	Provides the implementation for operations that delete an object member. This method is not intended for use in C#

		This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryGetIndex**	Provides the implementation for operations that get a value by index. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for indexing operations. (Inherited from **DynamicObject**.)
≡●	**TryGetMember**	(Inherited from **RealTimeEvent**.)
≡●	**TryInvoke**	Provides the implementation for operations that invoke an object. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as invoking an object or a delegate. (Inherited from **DynamicObject**.)
≡●	**TryInvokeMember**	Provides the implementation for operations that invoke a member. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as calling a method. (Inherited from **DynamicObject**.)
≡●	**TrySetIndex**	Provides the implementation for operations that set a value by index. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that access objects by a specified index. (Inherited from **DynamicObject**.)
≡●	**TrySetMember**	(Inherited from **RealTimeEvent**.)
≡●	**TryUnaryOperation**	Provides implementation for unary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as negation, increment, or decrement. (Inherited from **DynamicObject**.)

Fields

	Name	Description
🔑	**_thisDict**	(Inherited from **RealTimeEvent**.)

Properties

	Name	Description
📑	**IsEmpty**	(Inherited from **RealTimeEvent**.)
📑	**Item**	(Inherited from **RealTimeEvent**.)
📑	**Keys**	(Inherited from **RealTimeEvent**.)
📑	response	
📑	sql	
📑	**Values**	(Inherited from **RealTimeEvent**.)

Events

	Name	Description
⚡	**PropertyChanged**	(Inherited from **RealTimeEvent**.)

See Also

DatabaseResponse Class

Databases.RealTimeEvents Namespace

Send Feedback on this topic.

DatabaseResponse Constructor

Send Feedback

Constructor for this event.

Namespace: Databases.RealTimeEvents
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

| **C#** | VB | C++ | F# |

Copy to Clipboard Print

```csharp
public DatabaseResponse(
        string message,
        int response,
        RealTimeEvent originatingEvent
)
```

Parameters
message
  Type: **System.String**
  The SQL non-query command (generally an INSERT).

response
  Type: **System.Int32**
  The number of rows affected. -1 indicates a failed insertion.

originatingEvent
  Type: **RealTimeEvent**
  From whence this event came.

See Also

DatabaseResponse Class

DatabaseResponse Members

Databases.RealTimeEvents Namespace

Send Feedback on this topic.

DatabaseResponse Fields

The DatabaseResponse type exposes the following members.

Fields

	Name	Description
🔑	**_thisDict**	(Inherited from **RealTimeEvent**.)

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See Also

DatabaseResponse Class

Databases.RealTimeEvents Namespace

on this topic.

DatabaseResponse Methods

Send Feedback

The DatabaseResponse type exposes the following members.

Methods

	Name	Description
≡●	**Add**	(Inherited from **RealTimeEvent**.)
≡●	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
◆●	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡●	**GetDynamicMemberNames**	Returns the enumeration of all dynamic member names. (Inherited from **DynamicObject**.)
≡●	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡●	**GetMetaObject**	Provides a **DynamicMetaObject** that dispatches to the dynamic virtual methods. The object can be encapsulated inside another **DynamicMetaObject** to provide custom behavior for individual actions. This method supports the Dynamic Language Runtime infrastructure for language implementers and it is not intended to be used directly from your code. (Inherited from **DynamicObject**.)
≡●	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
◆●	**MemberwiseClone**	Creates a shallow copy of the current **Object**.

		Object. (Inherited from **Object**.)
≡●	**NotifyPropertyChanged**	(Inherited from **RealTimeEvent**.)
≡●	**Remove**	(Inherited from **RealTimeEvent**.)
≡●	**RemoveAll**	(Inherited from **RealTimeEvent**.)
≡●	ToString	A string representation of this event. (Overrides **RealTimeEventToString()**.)
≡●	**TryBinaryOperation**	Provides implementation for binary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as addition and multiplication. (Inherited from **DynamicObject**.)
≡●	**TryConvert**	Provides implementation for type conversion operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that convert an object from one type to another. (Inherited from **DynamicObject**.)
≡●	**TryCreateInstance**	Provides the implementation for operations that initialize a new instance of a dynamic object. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryDeleteIndex**	Provides the implementation for operations that delete an object by index. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryDeleteMember**	Provides the implementation for operations that delete an object member. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryGetIndex**	Provides the implementation for operations that get a value by index. Classes derived from the **DynamicObject** class can override this

		method to specify dynamic behavior for indexing operations. (Inherited from **DynamicObject**.)
≡●	**TryGetMember**	(Inherited from **RealTimeEvent**.)
≡●	**TryInvoke**	Provides the implementation for operations that invoke an object. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as invoking an object or a delegate. (Inherited from **DynamicObject**.)
≡●	**TryInvokeMember**	Provides the implementation for operations that invoke a member. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as calling a method. (Inherited from **DynamicObject**.)
≡●	**TrySetIndex**	Provides the implementation for operations that set a value by index. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that access objects by a specified index. (Inherited from **DynamicObject**.)
≡●	**TrySetMember**	(Inherited from **RealTimeEvent**.)
≡●	**TryUnaryOperation**	Provides implementation for unary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as negation, increment, or decrement. (Inherited from **DynamicObject**.)

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See Also

DatabaseResponse Class

Databases.RealTimeEvents Namespace

DatabaseResponse.ToString Method

A string representation of this event.

Namespace: Databases.RealTimeEvents
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

C#	VB	C++	F#

Copy to Clipboard Print

```csharp
public override string ToString()
```

Return Value
A string representation of this event.

See Also

DatabaseResponse Class

DatabaseResponse Members

Databases.RealTimeEvents Namespace

on this topic.

DatabaseResponse Properties

The DatabaseResponse type exposes the following members.

Properties

	Name	Description
	IsEmpty	(Inherited from **RealTimeEvent**.)
	Item	(Inherited from **RealTimeEvent**.)
	Keys	(Inherited from **RealTimeEvent**.)
	response	
	sql	
	Values	(Inherited from **RealTimeEvent**.)

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See Also

DatabaseResponse Class

Databases.RealTimeEvents Namespace

on this topic.

DatabaseResponse.response Property

Send Feedback

**[Missing <summary> documentation for
"P:Databases.RealTimeEvents.DatabaseResponse.response"]**

Namespace: Databases.RealTimeEvents
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

| C# | VB | C++ | F# |

Copy to Clipboard Print

```csharp
public int response { get; private set; }
```

See Also

DatabaseResponse Class

DatabaseResponse Members

Databases.RealTimeEvents Namespace

Send Feedback on this topic.

DatabaseResponse.sql Property

Send Feedback

**[Missing <summary> documentation for
"P:Databases.RealTimeEvents.DatabaseResponse.sql"]**

Namespace: Databases.RealTimeEvents
Assembly: Database (in Database.dll) Version: 0.0.0.0

Syntax

| C# | VB | C++ | F# |

Copy to Clipboard Print

```csharp
public string sql { get; private set; }
```

See Also

DatabaseResponse Class

DatabaseResponse Members

Databases.RealTimeEvents Namespace

Send Feedback on this topic.

DatabaseResponse Events

Send Feedback

The DatabaseResponse type exposes the following members.

Events

	Name	Description
⚡	**PropertyChanged**	(Inherited from **RealTimeEvent**.)

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See Also

DatabaseResponse Class

Databases.RealTimeEvents Namespace

Send Feedback on this topic.

Decoder Namespace

[Missing <summary> documentation for "N:Decoder"]

Classes

	Class	Description
🏷️	Decoder	This module decodes raw text messages sent from the receiver into a format useable by other modules or server components.

Decoder Class

This module decodes raw text messages sent from the receiver into a format useable by other modules or server components.

Inheritance Hierarchy

System.Object
  Module
    Decoder.Decoder

Namespace: Decoder
Assembly: Decoder (in Decoder.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| **C#** | VB | C++ | F# |

Copy to Clipboard Print

```csharp
public class Decoder : Module
```

See Also

Decoder Members

Decoder Namespace

Decoder Members

Send Feedback

The Decoder type exposes the following members.

Constructors

	Name	Description
≡♥	Decoder	Default constructor.

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Methods

	Name	Description
≡♥	Decode	Parses a mesage sent by the Receiver. For example, a detection or status message. Enqueues the decoded message.
≡♥	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
⚙♥	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡♥	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡♥	getModuleName	Returns the human readable name of this module. (Overrides **ModulegetModuleName()**.)
≡♥	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
⚙♥	**MemberwiseClone**	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
≡♥	onRealTimeEvent	The hook for the event dispatcher. (Overrides **ModuleonRealTimeEvent(RealTimeEvent)**.)
≡♥	**ToString**	Returns a string that represents the current object

ToString		Returns a string that represents the current object. (Inherited from **Object**.)

Properties

	Name	Description
	dispatcher	(Inherited from **Module**.)

See Also

Decoder Class

Decoder Namespace

Send Feedback on this topic.

Decoder Constructor

Send Feedback

Default constructor.

Namespace: Decoder
Assembly: Decoder (in Decoder.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#	VB	C++	F#

Copy to Clipboard Print

```csharp
public Decoder(
        Dispatcher dispatcher
)
```

Parameters
dispatcher
  Type: **Dispatcher**

[Missing <param name="dispatcher"/> documentation for "M:Decoder.Decoder.#ctor(EventSlice.Dispatcher)"]

See Also

Decoder Class
Decoder Members
Decoder Namespace

Send Feedback on this topic.

Decoder Methods

Send Feedback

The Decoder type exposes the following members.

Methods

	Name	Description
≡♦	Decode	Parses a mesage sent by the Receiver. For example, a detection or status message. Enqueues the decoded message.
≡♦	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
♦	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡♦	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡♦	getModuleName	Returns the human readable name of this module. (Overrides **ModulegetModuleName()**.)
≡♦	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
♦	**MemberwiseClone**	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
≡♦	onRealTimeEvent	The hook for the event dispatcher. (Overrides **ModuleonRealTimeEvent(RealTimeEvent)**.)
≡♦	**ToString**	Returns a string that represents the current object. (Inherited from **Object**.)

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See Also

Decoder Class

Decoder Namespace

on this topic.

Decoder.Decode Method

Send Feedback

Parses a mesage sent by the Receiver. For example, a detection or status message. Enqueues the decoded message.

Namespace: Decoder
Assembly: Decoder (in Decoder.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#	VB	C++	F#

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```csharp
public void Decode(
        UnparsedMessage unparsedMessage
)
```

Parameters
unparsedMessage
   Type: **UnparsedMessage**
   The unparsed message event generated by the Receiver class.

See Also

Decoder Class

Decoder Members

Decoder Namespace

Send Feedback on this topic.

Decoder.getModuleName Method

Send Feedback

Returns the human readable name of this module.

Namespace: Decoder
Assembly: Decoder (in Decoder.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| C# | VB | C++ | F# |

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```csharp
public override string getModuleName()
```

Return Value
The name of this module.

See Also

Decoder Class

Decoder Members

Decoder Namespace

Send Feedback on this topic.

Decoder.onRealTimeEvent Method

Send Feedback

The hook for the event dispatcher.

Namespace: Decoder
Assembly: Decoder (in Decoder.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| C# | VB | C++ | F# |

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```csharp
public override void onRealTimeEvent(
        RealTimeEvent rte
)
```

Parameters
rte
  Type: **RealTimeEvent**

  [Missing <param name="rte"/> documentation for
  "M:Decoder.Decoder.onRealTimeEvent(EventSlice.Interfaces.RealTimeEvent)"]

See Also

Decoder Class
Decoder Members
Decoder Namespace

Send Feedback on this topic.

Decoder Properties

The Decoder type exposes the following members.

Properties

	Name	Description
🖼️	**dispatcher**	(Inherited from **Module**.)

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See Also

Decoder Class
Decoder Namespace

Decoder.RealTimeEvents Namespace

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[Missing <summary> documentation for "N:Decoder.RealTimeEvents"]

Classes

	Class	Description
🟡	Decoded	Contains all necessary information from a message sent from the receiver that has been decoded.

Send Feedback on this topic.

Decoded Class

Send Feedback

Contains all necessary information from a message sent from the receiver that has been decoded.

Inheritance Hierarchy

System.Object
  System.Dynamic.DynamicObject
    RealTimeEvent
      Decoder.RealTimeEvents.Decoded

Namespace: Decoder.RealTimeEvents
Assembly: Decoder (in Decoder.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#	VB	C++	F#

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```
public class Decoded : RealTimeEvent
```

See Also

Decoded Members

Decoder.RealTimeEvents Namespace

Send Feedback on this topic.

Decoded Members

Send Feedback

The Decoded type exposes the following members.

Constructors

	Name	Description
≣●	Decoded	Constructor for this event.

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Methods

	Name	Description
≣●	**Add**	(Inherited from **RealTimeEvent**.)
≣●	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
≣●	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≣●	**GetDynamicMemberNames**	Returns the enumeration of all dynamic member names. (Inherited from **DynamicObject**.)
≣●	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≣●	**GetMetaObject**	Provides a **DynamicMetaObject** that dispatches to the dynamic virtual methods. The object can be encapsulated inside another **DynamicMetaObject** to provide custom behavior for individual actions. This method supports the Dynamic Language Runtime infrastructure for language implementers and it is not

		for language implementers and it is not intended to be used directly from your code. (Inherited from **DynamicObject**.)
≡●	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
♙●	**MemberwiseClone**	Creates a shallow copy of the current **Object**. (Inherited from **Object**.)
≡●	**NotifyPropertyChanged**	(Inherited from **RealTimeEvent**.)
≡●	**Remove**	(Inherited from **RealTimeEvent**.)
≡●	**RemoveAll**	(Inherited from **RealTimeEvent**.)
≡●	**ToString**	(Inherited from **RealTimeEvent**.)
≡●	**TryBinaryOperation**	Provides implementation for binary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as addition and multiplication. (Inherited from **DynamicObject**.)
≡●	**TryConvert**	Provides implementation for type conversion operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that convert an object from one type to another. (Inherited from **DynamicObject**.)
≡●	**TryCreateInstance**	Provides the implementation for operations that initialize a new instance of a dynamic object. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryDeleteIndex**	Provides the implementation for operations that delete an object by index. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryDeleteMember**	Provides the implementation for operations that delete an object member. This method is not intended for use in C#

		or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryGetIndex**	Provides the implementation for operations that get a value by index. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for indexing operations. (Inherited from **DynamicObject**.)
≡●	**TryGetMember**	(Inherited from **RealTimeEvent**.)
≡●	**TryInvoke**	Provides the implementation for operations that invoke an object. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as invoking an object or a delegate. (Inherited from **DynamicObject**.)
≡●	**TryInvokeMember**	Provides the implementation for operations that invoke a member. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as calling a method. (Inherited from **DynamicObject**.)
≡●	**TrySetIndex**	Provides the implementation for operations that set a value by index. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that access objects by a specified index. (Inherited from **DynamicObject**.)
≡●	**TrySetMember**	(Inherited from **RealTimeEvent**.)
≡●	**TryUnaryOperation**	Provides implementation for unary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as negation, increment, or decrement. (Inherited from **DynamicObject**.)

Fields

	Name	Description
🔑	**_thisDict**	(Inherited from **RealTimeEvent**.)

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Properties

	Name	Description
📝	**IsEmpty**	(Inherited from **RealTimeEvent**.)
📝	**Item**	(Inherited from **RealTimeEvent**.)
📝	**Keys**	(Inherited from **RealTimeEvent**.)
📝	**Values**	(Inherited from **RealTimeEvent**.)

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Events

	Name	Description
⚡	**PropertyChanged**	(Inherited from **RealTimeEvent**.)

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See Also

Decoded Class

Decoder.RealTimeEvents Namespace

Decoded Constructor

Send Feedback

Constructor for this event.

Namespace: Decoder.RealTimeEvents
Assembly: Decoder (in Decoder.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

| **C#** | VB | C++ | F# |

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```csharp
public Decoded(
        Dictionary<string, string> decoded,
        RealTimeEvent originatingEvent,
        string undecoded,
        string messageType
)
```

Parameters
decoded
  Type: **System.Collections.Generic.Dictionary**<**String**, **String**>
  A map of the parameters of the message to their values. For example,
  "receiver_id" -> "450028"

originatingEvent
  Type: **RealTimeEvent**
  From whence this event came.

undecoded
  Type: **System.String**
  The raw message.

messageType
  Type: **System.String**
  The type of message. For example, a detection.

See Also

Decoded Class

Decoded Members

Decoder.RealTimeEvents Namespace

Decoded Fields

Send Feedback

The Decoded type exposes the following members.

Fields

	Name	Description
🔧	**_thisDict**	(Inherited from **RealTimeEvent**.)

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See Also

Decoded Class

Decoder.RealTimeEvents Namespace

Send Feedback on this topic.

Decoded Methods

The Decoded type exposes the following members.

Methods

	Name	Description
≡♦	**Add**	(Inherited from **RealTimeEvent**.)
≡♦	**Equals**	Determines whether the specified **Object** is equal to the current **Object**. (Inherited from **Object**.)
♦	**Finalize**	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from **Object**.)
≡♦	**GetDynamicMemberNames**	Returns the enumeration of all dynamic member names. (Inherited from **DynamicObject**.)
≡♦	**GetHashCode**	Serves as a hash function for a particular type. (Inherited from **Object**.)
≡♦	**GetMetaObject**	Provides a **DynamicMetaObject** that dispatches to the dynamic virtual methods. The object can be encapsulated inside another **DynamicMetaObject** to provide custom behavior for individual actions. This method supports the Dynamic Language Runtime infrastructure for language implementers and it is not intended to be used directly from your code. (Inherited from **DynamicObject**.)
≡♦	**GetType**	Gets the **Type** of the current instance. (Inherited from **Object**.)
♦	**MemberwiseClone**	Creates a shallow copy of the current **Object**.

	Object. (Inherited from **Object**.)	
≡●	**NotifyPropertyChanged**	(Inherited from **RealTimeEvent**.)
≡●	**Remove**	(Inherited from **RealTimeEvent**.)
≡●	**RemoveAll**	(Inherited from **RealTimeEvent**.)
≡●	**ToString**	(Inherited from **RealTimeEvent**.)
≡●	**TryBinaryOperation**	Provides implementation for binary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as addition and multiplication. (Inherited from **DynamicObject**.)
≡●	**TryConvert**	Provides implementation for type conversion operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that convert an object from one type to another. (Inherited from **DynamicObject**.)
≡●	**TryCreateInstance**	Provides the implementation for operations that initialize a new instance of a dynamic object. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryDeleteIndex**	Provides the implementation for operations that delete an object by index. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryDeleteMember**	Provides the implementation for operations that delete an object member. This method is not intended for use in C# or Visual Basic. (Inherited from **DynamicObject**.)
≡●	**TryGetIndex**	Provides the implementation for operations that get a value by index. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for

		indexing operations. (Inherited from **DynamicObject**.)
≡♦	**TryGetMember**	(Inherited from **RealTimeEvent**.)
≡♦	**TryInvoke**	Provides the implementation for operations that invoke an object. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as invoking an object or a delegate. (Inherited from **DynamicObject**.)
≡♦	**TryInvokeMember**	Provides the implementation for operations that invoke a member. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as calling a method. (Inherited from **DynamicObject**.)
≡♦	**TrySetIndex**	Provides the implementation for operations that set a value by index. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations that access objects by a specified index. (Inherited from **DynamicObject**.)
≡♦	**TrySetMember**	(Inherited from **RealTimeEvent**.)
≡♦	**TryUnaryOperation**	Provides implementation for unary operations. Classes derived from the **DynamicObject** class can override this method to specify dynamic behavior for operations such as negation, increment, or decrement. (Inherited from **DynamicObject**.)

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See Also

Decoded Class

Decoder.RealTimeEvents Namespace

Decoded Properties

Send Feedback

The Decoded type exposes the following members.

Properties

	Name	Description
📋	**IsEmpty**	(Inherited from **RealTimeEvent**.)
📋	**Item**	(Inherited from **RealTimeEvent**.)
📋	**Keys**	(Inherited from **RealTimeEvent**.)
📋	**Values**	(Inherited from **RealTimeEvent**.)

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See Also

Decoded Class

Decoder.RealTimeEvents Namespace

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Decoded Events

Send Feedback

The Decoded type exposes the following members.

Events

	Name	Description
⚡	**PropertyChanged**	(Inherited from **RealTimeEvent**.)

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See Also

Decoded Class

Decoder.RealTimeEvents Namespace

Send Feedback on this topic.