

Namespace HackRFDotnet.Api

Classes

[Bandwidth](#)

Bandwidth of a signal sample.

[DigitalRadioDevice](#)

[Frequency](#)

Frequency of a signal.

[Hertz](#)

Number of oscillations per second.

[SampleRate](#)

Class Bandwidth

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

Bandwidth of a signal sample.

```
public class Bandwidth : Hertz
```

Inheritance

[object](#) ← [Hertz](#) ← Bandwidth

Inherited Members

[Hertz.Hz](#) , [Hertz.Mhz](#) , [Hertz.Khz](#) , [Hertz.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Bandwidth(Hertz)

```
public Bandwidth(Hertz hz)
```

Parameters

hz [Hertz](#)

Bandwidth(long)

```
public Bandwidth(long hz)
```

Parameters

hz [long](#)

Properties

NyquistSampleRate

https://en.wikipedia.org/wiki/Nyquist_rate The smallest sample rate that can be used to represent the bandwidth.

```
public SampleRate NyquistSampleRate { get; }
```

Property Value

[SampleRate](#)

Methods

FromGHz(double)

```
public static Bandwidth FromGHz(double ghz)
```

Parameters

ghz [double](#)

Returns

[Bandwidth](#)

FromHz(long)

```
public static Bandwidth FromHz(long hz)
```

Parameters

hz [long](#)

Returns

Bandwidth

FromKHz(double)

```
public static Bandwidth FromKHz(double khz)
```

Parameters

khz [double](#)

Returns

[Bandwidth](#)

FromMHz(double)

```
public static Bandwidth FromMHz(double mhz)
```

Parameters

mhz [double](#)

Returns

[Bandwidth](#)

Operators

operator +(Bandwidth, Bandwidth)

```
public static Bandwidth operator +(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[Bandwidth](#)

operator /(Bandwidth, int)

```
public static Bandwidth operator /(Bandwidth a, int b)
```

Parameters

a [Bandwidth](#)

b [int](#)

Returns

[Bandwidth](#)

operator ==(Bandwidth, Bandwidth)

```
public static bool operator ==(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[bool](#)

operator >(Bandwidth, Bandwidth)

```
public static bool operator >(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[bool](#) ↗

operator >=(Bandwidth, Bandwidth)

```
public static bool operator >=(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[bool](#) ↗

operator !=(Bandwidth, Bandwidth)

```
public static bool operator !=(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[bool](#)

operator <(Bandwidth, Bandwidth)

```
public static bool operator <(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[bool](#)

operator <=(Bandwidth, Bandwidth)

```
public static bool operator <=(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[bool](#)

operator %(Bandwidth, Bandwidth)

```
public static Bandwidth operator %(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[Bandwidth](#)

operator -(Bandwidth, Bandwidth)

```
public static Bandwidth operator -(Bandwidth a, Bandwidth b)
```

Parameters

a [Bandwidth](#)

b [Bandwidth](#)

Returns

[Bandwidth](#)

operator -(Bandwidth)

```
public static Bandwidth operator -(Bandwidth a)
```

Parameters

a [Bandwidth](#)

Returns

[Bandwidth](#)

Class DigitalRadioDevice

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

```
public class DigitalRadioDevice : IDisposable
```

Inheritance

[object](#) ← DigitalRadioDevice

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[RfDeviceExtensions.AttenuateAmplification\(DigitalRadioDevice\)](#)

Fields

DevicePtr

```
public readonly HackRFDevice* DevicePtr
```

Field Value

[HackRFDevice*](#)

Properties

Bandwidth

```
public Bandwidth Bandwidth { get; set; }
```

Property Value

[Bandwidth](#)

DeviceSamplingRate

```
public SampleRate DeviceSamplingRate { get; set; }
```

Property Value

[SampleRate](#)

Frequency

```
public Frequency Frequency { get; set; }
```

Property Value

[Frequency](#)

IsConnected

```
public bool IsConnected { get; }
```

Property Value

[bool](#) 

Methods

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

SetAmplifications(uint, uint, bool)

```
public void SetAmplifications(uint lna, uint vga, bool internalAmp)
```

Parameters

lna [uint](#)

vga [uint](#)

internalAmp [bool](#)

SetFrequency(Frequency)

```
public bool SetFrequency(Frequency radioFrequency)
```

Parameters

radioFrequency [Frequency](#)

Returns

[bool](#)

SetFrequency(Frequency, Bandwidth)

```
public bool SetFrequency(Frequency radioFrequency, Bandwidth bandwidth)
```

Parameters

radioFrequency [Frequency](#)

bandwidth [Bandwidth](#)

Returns

[bool](#)

SetSampleRate(SampleRate)

```
public void SetSampleRate(SampleRate sampleRate)
```

Parameters

sampleRate [SampleRate](#)

StartRx(HackRFSampleBlockCallback)

```
public bool StartRx(HackRFSampleBlockCallback rxCallback)
```

Parameters

rxCallback [HackRFSampleBlockCallback](#)

Returns

[bool](#)

StopRx()

```
public bool StopRx()
```

Returns

[bool](#)

Class Frequency

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

Frequency of a signal.

```
public class Frequency : Hertz
```

Inheritance

[object](#) ← [Hertz](#) ← Frequency

Inherited Members

[Hertz.Hz](#) , [Hertz.Mhz](#) , [Hertz.Khz](#) , [Hertz.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Frequency(Hertz)

```
public Frequency(Hertz hz)
```

Parameters

hz [Hertz](#)

Frequency(long)

```
public Frequency(long hz)
```

Parameters

hz [long](#)

Methods

FromGHz(double)

```
public static Frequency FromGHz(double ghz)
```

Parameters

ghz [double](#)

Returns

[Frequency](#)

FromHz(long)

```
public static Frequency FromHz(long hz)
```

Parameters

hz [long](#)

Returns

[Frequency](#)

FromKHz(double)

```
public static Frequency FromKHz(double khz)
```

Parameters

khz [double](#)

Returns

[Frequency](#).

FromMHz(double)

```
public static Frequency FromMHz(double mhz)
```

Parameters

mhz [double](#)

Returns

[Frequency](#).

Operators

operator +(Frequency, Frequency)

```
public static Frequency operator +(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[Frequency](#).

operator /(Frequency, int)

```
public static Frequency operator /(Frequency a, int b)
```

Parameters

a [Frequency](#)

b [int](#)

Returns

[Frequency](#)

operator ==(Frequency, Frequency)

```
public static bool operator ==(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[bool](#)

operator >(Frequency, Frequency)

```
public static bool operator >(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[bool](#)

operator >=(Frequency, Frequency)

```
public static bool operator >=(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[bool](#) ↗

operator !=(Frequency, Frequency)

```
public static bool operator !=(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[bool](#) ↗

operator <(Frequency, Frequency)

```
public static bool operator <(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[bool](#)

operator <=(Frequency, Frequency)

```
public static bool operator <=(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[bool](#)

operator %(Frequency, Frequency)

```
public static Frequency operator %(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[Frequency](#)

operator -(Frequency, Frequency)

```
public static Frequency operator -(Frequency a, Frequency b)
```

Parameters

a [Frequency](#)

b [Frequency](#)

Returns

[Frequency](#)

operator -(Frequency)

```
public static Frequency operator -(Frequency a)
```

Parameters

a [Frequency](#)

Returns

[Frequency](#)

Class Hertz

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

Number of oscillations per second.

```
public class Hertz
```

Inheritance

[object](#) ← Hertz

Derived

[Bandwidth](#), [Frequency](#), [SampleRate](#)

Inherited Members

[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Hertz(long)

```
public Hertz(long hz)
```

Parameters

hz [long](#)

Properties

Hz

Number of oscillations per second.

```
public long Hz { get; set; }
```

Property Value

[long](#) ↗

Khz

Number of oscillations per second divided by 1,000

```
public double Khz { get; }
```

Property Value

[double](#) ↗

Mhz

Number of oscillations per second divided by 1,000,000

```
public double Mhz { get; }
```

Property Value

[double](#) ↗

Methods

Equals(object)

Determines whether the specified object is equal to the current object.

```
public override bool Equals(object obj)
```

Parameters

obj [object](#) ↗

The object to compare with the current object.

Returns

[bool](#)

[true](#) if the specified object is equal to the current object; otherwise, [false](#).

FromGHz(double)

```
public static Hertz FromGHz(double ghz)
```

Parameters

[ghz](#) [double](#)

Returns

[Hertz](#)

FromHz(long)

```
public static Hertz FromHz(long hz)
```

Parameters

[hz](#) [long](#)

Returns

[Hertz](#)

FromKHz(double)

```
public static Hertz FromKHz(double khz)
```

Parameters

`khz` [double](#)

Returns

[Hertz](#)

FromMHz(double)

```
public static Hertz FromMHz(double mhz)
```

Parameters

`mhz` [double](#)

Returns

[Hertz](#)

Operators

operator +(Hertz, Hertz)

```
public static Hertz operator +(Hertz a, Hertz b)
```

Parameters

`a` [Hertz](#)

`b` [Hertz](#)

Returns

[Hertz](#)

operator /(Hertz, int)

```
public static Hertz operator /(Hertz a, int b)
```

Parameters

a [Hertz](#)

b [int](#)

Returns

[Hertz](#)

operator ==(Hertz, Hertz)

```
public static bool operator ==(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[bool](#)

operator >(Hertz, Hertz)

```
public static bool operator >(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[bool](#)

operator >=(Hertz, Hertz)

```
public static bool operator >=(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[bool](#)

operator !=(Hertz, Hertz)

```
public static bool operator !=(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[bool](#)

operator <(Hertz, Hertz)

```
public static bool operator <(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[bool](#) ↗

operator <=(Hertz, Hertz)

```
public static bool operator <=(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[bool](#) ↗

operator %(Hertz, Hertz)

```
public static Hertz operator %(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[Hertz](#)

operator -(Hertz, Hertz)

```
public static Hertz operator -(Hertz a, Hertz b)
```

Parameters

a [Hertz](#)

b [Hertz](#)

Returns

[Hertz](#)

operator -(Hertz)

```
public static Hertz operator -(Hertz a)
```

Parameters

a [Hertz](#)

Returns

[Hertz](#)

Class SampleRate

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

```
public class SampleRate : Hertz
```

Inheritance

[object](#) ← [Hertz](#) ← SampleRate

Inherited Members

[Hertz.Hz](#) , [Hertz.Mhz](#) , [Hertz.Khz](#) , [Hertz.FromHz\(long\)](#) , [Hertz.FromKHz\(double\)](#) ,
[Hertz.FromMHz\(double\)](#) , [Hertz.FromGHz\(double\)](#) , [Hertz.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

SampleRate(Hertz)

```
public SampleRate(Hertz hz)
```

Parameters

hz [Hertz](#)

SampleRate(long)

```
public SampleRate(long sps)
```

Parameters

sps [long](#)

Properties

Ksps

```
public double Ksps { get; }
```

Property Value

[double](#)

MspS

```
public double MspS { get; }
```

Property Value

[double](#)

NyquistFrequencyBandwidth

https://en.wikipedia.org/wiki/Nyquist_frequency The largest bandwidth this sample rate can represent.

```
public Bandwidth NyquistFrequencyBandwidth { get; }
```

Property Value

[Bandwidth](#)

Sps

```
public long Sps { get; }
```

Property Value

[long](#)

Methods

FromGspS(double)

```
public static SampleRate FromGspS(double ghz)
```

Parameters

ghz [double](#)

Returns

[SampleRate](#)

FromKspS(double)

```
public static SampleRate FromKspS(double khz)
```

Parameters

khz [double](#)

Returns

[SampleRate](#)

FromMspS(double)

```
public static SampleRate FromMspS(double mhz)
```

Parameters

mhz [double](#)

Returns

[SampleRate](#)

Operators

operator +(SampleRate, SampleRate)

```
public static SampleRate operator +(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[SampleRate](#)

operator /(SampleRate, int)

```
public static SampleRate operator /(SampleRate a, int b)
```

Parameters

a [SampleRate](#)

b [int](#)

Returns

[SampleRate](#)

operator ==(SampleRate, SampleRate)

```
public static bool operator ==(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[bool](#) ↗

operator >(SampleRate, SampleRate)

```
public static bool operator >(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[bool](#) ↗

operator >=(SampleRate, SampleRate)

```
public static bool operator >=(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[bool](#)

operator !=(SampleRate, SampleRate)

```
public static bool operator !=(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[bool](#)

operator <(SampleRate, SampleRate)

```
public static bool operator <(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[bool](#)

operator <=(SampleRate, SampleRate)

```
public static bool operator <=(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[bool](#) ↗

operator %(SampleRate, SampleRate)

```
public static SampleRate operator %(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[SampleRate](#)

operator -(SampleRate, SampleRate)

```
public static SampleRate operator -(SampleRate a, SampleRate b)
```

Parameters

a [SampleRate](#)

b [SampleRate](#)

Returns

[SampleRate](#)

operator -(SampleRate)

```
public static SampleRate operator -(SampleRate a)
```

Parameters

a [SampleRate](#)

Returns

[SampleRate](#)

Namespace HackRFDotnet.Api.Extensions

Classes

[RfDeviceExtensions](#)

Class RfDeviceExtensions

Namespace: [HackRFDotnet.Api.Extensions](#)

Assembly: HackRFDotnet.dll

```
public static class RfDeviceExtensions
```

Inheritance

[object](#) ← RfDeviceExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

AttenuateAmplification(DigitalRadioDevice)

```
public static void AttenuateAmplification(this DigitalRadioDevice rfDevice)
```

Parameters

rfDevice [DigitalRadioDevice](#)

Namespace HackRFDotnet.Api.Services

Classes

[AnaloguePlayer](#)

[DigitalPlayer](#)

[RfDeviceControllerService](#)

Class AnaloguePlayer

Namespace: [HackRFDotnet.Api.Services](#)

Assembly: HackRFDotnet.dll

```
public class AnaloguePlayer : IDisposable
```

Inheritance

[object](#) ← AnaloguePlayer

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

AnaloguePlayer(WaveSignalStream)

```
public AnaloguePlayer(WaveSignalStream signalStream)
```

Parameters

signalStream [WaveSignalStream](#)

Methods

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

PlayStreamAsync(Frequency, Bandwidth, int)

```
public virtual void PlayStreamAsync(Frequency centerOffset, Bandwidth bandwidth,  
int audioRate)
```

Parameters

centerOffset [Frequency](#)

bandwidth [Bandwidth](#)

audioRate [int](#)

Class DigitalPlayer

Namespace: [HackRFDotnet.Api.Services](#)

Assembly: HackRFDotnet.dll

```
public class DigitalPlayer : IDisposable
```

Inheritance

[object](#) ← DigitalPlayer

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DigitalPlayer(HdRadioSignalStream)

```
public DigitalPlayer(HdRadioSignalStream sampleDeModulator)
```

Parameters

sampleDeModulator [HdRadioSignalStream](#)

Methods

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

PlayStreamAsync(Frequency, Bandwidth, int)

```
public virtual void PlayStreamAsync(Frequency centerOffset, Bandwidth bandwidth,  
int audioRate)
```

Parameters

centerOffset [Frequency](#)

bandwidth [Bandwidth](#)

audioRate [int](#)

Class RfDeviceControllerService

Namespace: [HackRFDotnet.Api.Services](#)

Assembly: HackRFDotnet.dll

```
public class RfDeviceControllerService
```

Inheritance

[object](#) ← RfDeviceControllerService

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

RfDeviceControllerService()

```
public RfDeviceControllerService()
```

Fields

RfDevices

```
public readonly List<DigitalRadioDevice> RfDevices
```

Field Value

[List](#)<[DigitalRadioDevice](#)>

Methods

ConnectToFirstDevice()

```
public DigitalRadioDevice? ConnectToFirstDevice()
```

Returns

[DigitalRadioDevice](#)

FindDevices()

```
public HackRFDeviceList FindDevices()
```

Returns

[HackRFDeviceList](#)

Namespace HackRFDotnet.Api.Streams

Classes

[SweepingIQStream](#)

Structs

[IQ](#)

This represents a 32bit complex number. The real represents the InPhase Sin of real voltage measurement in time. The imaginary represents the Quadrature of the real voltage measurement in time. The relationship between the I and Q allow us to represent the signal in lower sample rate than it was captured.

[InterleavedSample](#)

[InterleavedSample](#) comes directly from the HackRF device in transfer chunks. Memory alignment allows us to ready and copy them into objects very quickly.

Struct IQ

Namespace: [HackRFDotnet.Api.Streams](#)

Assembly: HackRFDotnet.dll

This represents a 32bit complex number. The real represents the InPhase Sin of real voltage measurement in time. The imaginary represents the Quadrature of the real voltage measurement in time. The relationship between the I and Q allow us to represent the signal in lower sample rate than it was captured.

```
public struct IQ
```

Inherited Members

[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

IQ(InterleavedSample)

```
public IQ(InterleavedSample interleavedSample)
```

Parameters

interleavedSample [InterleavedSample](#)

IQ(float, float)

```
public IQ(float real, float imaginary)
```

Parameters

real [float](#)

imaginary [float](#)

Fields

ImaginaryOne

```
public static readonly IQ ImaginaryOne
```

Field Value

[IQ](#)

Infinity

```
public static readonly IQ Infinity
```

Field Value

[IQ](#)

NaN

```
public static readonly IQ NaN
```

Field Value

[IQ](#)

One

```
public static readonly IQ One
```

Field Value

[IQ](#)

Zero

```
public static readonly IQ Zero
```

Field Value

[IQ](#)

Properties

|

Real

```
public float I { get; set; }
```

Property Value

[float](#) ↗

Magnitude

```
public float Magnitude { get; }
```

Property Value

[float](#) ↗

Phase

```
public float Phase { get; }
```

Property Value

[float](#) ↗

Q

Imaginary

```
public float Q { get; set; }
```

Property Value

[float](#)

Methods

Abs(IQ)

```
public static float Abs(IQ value)
```

Parameters

[value](#) [IQ](#)

Returns

[float](#)

Add(IQ, IQ)

```
public static IQ Add(IQ left, IQ right)
```

Parameters

[left](#) [IQ](#)

[right](#) [IQ](#)

Returns

[IQ](#)

Add(IQ, float)

```
public static IQ Add(IQ left, float right)
```

Parameters

left [IQ](#)

right [float](#)

Returns

[IQ](#)

Add(float, IQ)

```
public static IQ Add(float left, IQ right)
```

Parameters

left [float](#)

right [IQ](#)

Returns

[IQ](#)

Conjugate(IQ)

```
public static IQ Conjugate(IQ value)
```

Parameters

`value` [IQ](#)

Returns

[IQ](#)

Cos(IQ)

```
public static IQ Cos(IQ value)
```

Parameters

`value` [IQ](#)

Returns

[IQ](#)

Cosh(IQ)

```
public static IQ Cosh(IQ value)
```

Parameters

`value` [IQ](#)

Returns

[IQ](#)

Divide(IQ, IQ)

```
public static IQ Divide(IQ dividend, IQ divisor)
```

Parameters

`dividend` [IQ](#)

`divisor` [IQ](#)

Returns

[IQ](#)

Divide(IQ, float)

```
public static IQ Divide(IQ dividend, float divisor)
```

Parameters

`dividend` [IQ](#)

`divisor` [float](#) ↗

Returns

[IQ](#)

Divide(float, IQ)

```
public static IQ Divide(float dividend, IQ divisor)
```

Parameters

`dividend` [float](#) ↗

`divisor` [IQ](#)

Returns

[IQ](#)

Equals(IQ)

```
public bool Equals(IQ value)
```

Parameters

value [IQ](#)

Returns

[bool](#)

Equals(object?)

Indicates whether this instance and a specified object are equal.

```
public override bool Equals(object? obj)
```

Parameters

obj [object](#)

The object to compare with the current instance.

Returns

[bool](#)

[true](#) if **obj** and this instance are the same type and represent the same value; otherwise, [false](#).

GetHashCode()

Returns the hash code for this instance.

```
public override int GetHashCode()
```

Returns

[int](#)

A 32-bit signed integer that is the hash code for this instance.

Multiply(IQ, IQ)

```
public static IQ Multiply(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[IQ](#)

Multiply(IQ, float)

```
public static IQ Multiply(IQ left, float right)
```

Parameters

left [IQ](#)

right [float](#)

Returns

[IQ](#)

Multiply(float, IQ)

```
public static IQ Multiply(float left, IQ right)
```

Parameters

`left` [float](#)

`right` [IQ](#)

Returns

[IQ](#)

Negate(IQ)

```
public static IQ Negate(IQ value)
```

Parameters

`value` [IQ](#)

Returns

[IQ](#)

Reciprocal(IQ)

```
public static IQ Reciprocal(IQ value)
```

Parameters

`value` [IQ](#)

Returns

[IQ](#)

Sin(IQ)

```
public static IQ Sin(IQ value)
```

Parameters

value [IQ](#)

Returns

[IQ](#)

Sinh(IQ)

```
public static IQ Sinh(IQ value)
```

Parameters

value [IQ](#)

Returns

[IQ](#)

Subtract(IQ, IQ)

```
public static IQ Subtract(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[IQ](#)

Subtract(IQ, float)

```
public static IQ Subtract(IQ left, float right)
```

Parameters

left [IQ](#)

right [float](#)

Returns

[IQ](#)

Subtract(float, IQ)

```
public static IQ Subtract(float left, IQ right)
```

Parameters

left [float](#)

right [IQ](#)

Returns

[IQ](#)

Tan(IQ)

```
public static IQ Tan(IQ value)
```

Parameters

value [IQ](#)

Returns

[IQ](#)

ToString()

Returns the fully qualified type name of this instance.

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

Returns

[string](#)

The fully qualified type name.

ToString(IFormatProvider?)

```
public string ToString(IFormatProvider? provider)
```

Parameters

[provider](#) [IFormatProvider](#)

Returns

[string](#)

ToString(string?)

```
public string ToString(string? format)
```

Parameters

[format](#) [string](#)

Returns

[string](#)

ToString(string?, IFormatProvider?)

```
public string ToString(string? format, IFormatProvider? provider)
```

Parameters

format [string](#)

provider [IFormatProvider](#)

Returns

[string](#)

Operators

operator +(IQ, IQ)

```
public static IQ operator +(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[IQ](#)

operator +(IQ, float)

```
public static IQ operator +(IQ left, float right)
```

Parameters

left [IQ](#)

right [float](#)

Returns

[IQ](#)

operator +(float, IQ)

```
public static IQ operator +(float left, IQ right)
```

Parameters

left [float](#)

right [IQ](#)

Returns

[IQ](#)

operator /(IQ, IQ)

```
public static IQ operator /(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[IQ](#)

operator /(IQ, float)

```
public static IQ operator /(IQ left, float right)
```

Parameters

left [IQ](#)

right [float](#)

Returns

[IQ](#)

operator /(float, IQ)

```
public static IQ operator /(float left, IQ right)
```

Parameters

left [float](#)

right [IQ](#)

Returns

[IQ](#)

operator ==(IQ, IQ)

```
public static bool operator ==(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[bool](#)

explicit operator IQ(decimal)

```
public static explicit operator IQ(decimal value)
```

Parameters

[value](#) [decimal](#)

Returns

[IQ](#)

implicit operator Complex(IQ)

```
public static implicit operator Complex(IQ value)
```

Parameters

[value](#) [IQ](#)

Returns

[Complex](#)

implicit operator IQ(byte)

```
public static implicit operator IQ(byte value)
```

Parameters

[value](#) [byte](#)

Returns

[IQ](#)

implicit operator IQ(char)

```
public static implicit operator IQ(char value)
```

Parameters

value [char](#)

Returns

[IQ](#)

implicit operator IQ(Half)

```
public static implicit operator IQ(Half value)
```

Parameters

value [Half](#)

Returns

[IQ](#)

implicit operator IQ(short)

```
public static implicit operator IQ(short value)
```

Parameters

value [short](#)

Returns

[IQ](#)

implicit operator IQ(int)

```
public static implicit operator IQ(int value)
```

Parameters

value [int](#)

Returns

[IQ](#)

implicit operator IQ(long)

```
public static implicit operator IQ(long value)
```

Parameters

value [long](#)

Returns

[IQ](#)

implicit operator IQ(nint)

```
public static implicit operator IQ(nint value)
```

Parameters

value [nint](#)

Returns

[IQ](#)

implicit operator IQ(Complex)

```
public static implicit operator IQ(Complex value)
```

Parameters

value [Complex](#) ↗

Returns

[IQ](#)

implicit operator IQ(sbyte)

```
public static implicit operator IQ(sbyte value)
```

Parameters

value [sbyte](#) ↗

Returns

[IQ](#)

implicit operator IQ(float)

```
public static implicit operator IQ(float value)
```

Parameters

value [float](#) ↗

Returns

[IQ](#)

implicit operator IQ(ushort)

```
public static implicit operator IQ(ushort value)
```

Parameters

value [ushort](#)

Returns

[IQ](#)

implicit operator IQ(uint)

```
public static implicit operator IQ(uint value)
```

Parameters

value [uint](#)

Returns

[IQ](#)

implicit operator IQ(ulong)

```
public static implicit operator IQ(ulong value)
```

Parameters

value [ulong](#)

Returns

[IQ](#)

implicit operator IQ(nuint)

```
public static implicit operator IQ(nuint value)
```

Parameters

value [nuint](#)

Returns

[IQ](#)

operator !=(IQ, IQ)

```
public static bool operator !=(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[bool](#)

operator *(IQ, IQ)

```
public static IQ operator *(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[IQ](#)

operator *(IQ, float)

```
public static IQ operator *(IQ left, float right)
```

Parameters

left [IQ](#)

right [float](#) ↗

Returns

[IQ](#)

operator *(float, IQ)

```
public static IQ operator *(float left, IQ right)
```

Parameters

left [float](#) ↗

right [IQ](#)

Returns

[IQ](#)

operator -(IQ, IQ)

```
public static IQ operator -(IQ left, IQ right)
```

Parameters

left [IQ](#)

right [IQ](#)

Returns

[IQ](#)

operator -(IQ, float)

```
public static IQ operator -(IQ left, float right)
```

Parameters

left [IQ](#)

right [float](#) ↗

Returns

[IQ](#)

operator -(float, IQ)

```
public static IQ operator -(float left, IQ right)
```

Parameters

left [float](#) ↗

right [IQ](#)

Returns

[IQ](#)

operator -(IQ)

```
public static IQ operator -(IQ value)
```

Parameters

value [IQ](#)

Returns

[IQ](#)

Struct InterleavedSample

Namespace: [HackRFDotnet.Api.Streams](#)

Assembly: HackRFDotnet.dll

[InterleavedSample](#) comes directly from the HackRF device in transfer chunks. Memory alignment allows us to ready and copy them into objects very quickly.

```
public struct InterleavedSample
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

I

```
public sbyte I
```

Field Value

[sbyte](#)

Q

```
public sbyte Q
```

Field Value

[sbyte](#)

Methods

Clone()

```
public InterleavedSample Clone()
```

Returns

[InterleavedSample](#)

Class SweepingIQStream

Namespace: [HackRFDotnet.Api.Streams](#)

Assembly: HackRFDotnet.dll

```
public class SweepingIQStream
```

Inheritance

[object](#) ← SweepingIQStream

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

SweepingIQStream()

```
public SweepingIQStream()
```

Namespace HackRFDotnet.Api.Streams.Device Classes

[IQDeviceStream](#)

IQ Stream from the Rf Device. This stream is the root of all data processed with the library. This stream must remain immutable from all other [SignalStream](#).

[IQFileStream](#)

Class IQDeviceStream

Namespace: [HackRFDotnet.Api.Streams.Device](#)

Assembly: HackRFDotnet.dll

IQ Stream from the Rf Device. This stream is the root of all data processed with the library. This stream must remain immutable from all other [SignalStream](#).

```
public class IQDeviceStream : IDisposable, IIQStream
```

Inheritance

[object](#) ← IQDeviceStream

Implements

[IDisposable](#), [IIQStream](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

IQDeviceStream(DigitalRadioDevice)

```
public IQDeviceStream(DigitalRadioDevice rfDevice)
```

Parameters

rfDevice [DigitalRadioDevice](#)

Properties

BufferLength

The number of bytes available to read in the buffer.

```
public int BufferLength { get; }
```

Property Value

[int ↗](#)

Frequency

The current tuning frequency the device is set to.

```
public Frequency Frequency { get; }
```

Property Value

[Frequency](#)

SampleRate

The capture sample rate from the device.

```
public SampleRate SampleRate { get; }
```

Property Value

[SampleRate](#)

Methods

Close()

Close the stream on the device.

```
public void Close()
```

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

OpenRx(SampleRate?)

Open an Rx stream to read IQ samples.

```
public void OpenRx(SampleRate? sampleRate = null)
```

Parameters

`sampleRate` [SampleRate](#)

ReadBuffer(Span<IQ>)

Fill a span with data from the ring buffer.

```
public int ReadBuffer(Span<IQ> iqBuffer)
```

Parameters

`iqBuffer` [Span](#)<[IQ](#)>

Returns

[int](#)

SetSampleRate(SampleRate)

Set the capture sample rate of the stream and device.

```
public void SetSampleRate(SampleRate sampleRate)
```

Parameters

`sampleRate` [SampleRate](#)

TxBuffer(Span<IQ>)

Open a Tx stream to write IQ samples.

```
public int TxBuffer(Span<IQ> iqFrame)
```

Parameters

`iqFrame` [Span](#)<IQ>

Returns

[int](#)

Class IQFileStream

Namespace: [HackRFDotnet.Api.Streams.Device](#)

Assembly: HackRFDotnet.dll

```
public class IQFileStream : IIQStream, IDisposable
```

Inheritance

[object](#) ← IQFileStream

Implements

[IIQStream](#), [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

IQFileStream(string)

```
public IQFileStream(string fileName)
```

Parameters

fileName [string](#)

Properties

BufferLength

The number of bytes available to read in the buffer.

```
public int BufferLength { get; }
```

Property Value

[int](#)

Frequency

The current tuning frequency the device is set to.

```
public Frequency Frequency { get; set; }
```

Property Value

[Frequency](#)

SampleRate

The capture sample rate from the device.

```
public SampleRate SampleRate { get; set; }
```

Property Value

[SampleRate](#)

Methods

Close()

Close the stream on the device.

```
public void Close()
```

Dispose()

Dispose and free resources from the stream and the device.

```
public void Dispose()
```

OpenRx(SampleRate?)

Open an Rx stream to read IQ samples.

```
public void OpenRx(SampleRate? sampleRate = null)
```

Parameters

sampleRate [SampleRate](#)

ReadBuffer(Span<IQ>)

Fill a span with data from the ring buffer.

```
public int ReadBuffer(Span<IQ> iqFrame)
```

Parameters

iqFrame [Span](#)<IQ>

Returns

[int](#)

SetSampleRate(SampleRate)

Set the capture sample rate of the stream and device.

```
public void SetSampleRate(SampleRate sampleRate)
```

Parameters

sampleRate [SampleRate](#)

TxBuffer(Span<IQ>)

Open a Tx stream to write IQ samples.

```
public int TxBuffer(Span<IQ> iqFrame)
```

Parameters

`iqFrame` [Span](#)<[IQ](#)>

Returns

[int](#)

WriteBuffer(Span<byte>)

```
public int WriteBuffer(Span<byte> iqFrame)
```

Parameters

`iqFrame` [Span](#)<[byte](#)>

Returns

[int](#)

Namespace HackRFDotnet.Api.Streams. Exceptions

Classes

[NullCallbackException](#)

Class NullCallbackException

Namespace: [HackRFDotnet.Api.Streams.Exceptions](#)

Assembly: HackRFDotnet.dll

```
public class NullCallbackException : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← NullCallbackException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.ToString\(\)](#) , [Exception.Data](#) ,
[Exception.HelpLink](#) , [Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) ,
[Exception.Source](#) , [Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

NullCallbackException(string?)

```
public NullCallbackException(string? message)
```

Parameters

message [string](#)

Namespace HackRFDotnet.Api.Streams.Interfaces

Interfaces

[IIQStream](#)

[IIQStream](#) is an immutable stream that buffers the data directly from the IQ device.

Interface IIQStream

Namespace: [HackRFDotnet.Api.Streams.Interfaces](#)

Assembly: HackRFDotnet.dll

[IIQStream](#) is an immutable stream that buffers the data directly from the IQ device.

```
public interface IIQStream
```

Properties

BufferLength

The number of bytes available to read in the buffer.

```
int BufferLength { get; }
```

Property Value

[int](#)

Frequency

The current tuning frequency the device is set to.

```
Frequency Frequency { get; }
```

Property Value

[Frequency](#)

SampleRate

The capture sample rate from the device.

```
SampleRate SampleRate { get; }
```

Property Value

[SampleRate](#)

Methods

Close()

Close the stream on the device.

```
void Close()
```

Dispose()

Dispose and free resources from the stream and the device.

```
void Dispose()
```

OpenRx(SampleRate?)

Open an Rx stream to read IQ samples.

```
void OpenRx(SampleRate? sampleRate = null)
```

Parameters

sampleRate [SampleRate](#)

ReadBuffer(Span<IQ>)

Fill a span with data from the ring buffer.

```
int ReadBuffer(Span<IQ> iqBuffer)
```

Parameters

iqBuffer [Span<IQ>](#)

Returns

[int](#)

SetSampleRate(SampleRate)

Set the capture sample rate of the stream and device.

```
void SetSampleRate(SampleRate sampleRate)
```

Parameters

sampleRate [SampleRate](#)

TxBuffer(Span<IQ>)

Open a Tx stream to write IQ samples.

```
int TxBuffer(Span<IQ> iqFrame)
```

Parameters

iqFrame [Span<IQ>](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Streams.Signal Processing

Classes

[SignalProcessingBuilder](#)

Builder for [SignalProcessingPipeline](#).

[SignalProcessingPipeline](#)

Effects chain processor.

Class SignalProcessingBuilder

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing](#)

Assembly: HackRFDotnet.dll

Builder for [SignalProcessingPipeline](#).

```
public class SignalProcessingBuilder
```

Inheritance

[object](#) ← SignalProcessingBuilder

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

SignalProcessingBuilder()

```
public SignalProcessingBuilder()
```

Methods

AddSignalEffect(SignalEffect)

```
public SignalProcessingBuilder AddSignalEffect(SignalEffect signalEffect)
```

Parameters

signalEffect [SignalEffect](#)

Returns

[SignalProcessingBuilder](#)

BuildPipeline()

```
public SignalProcessingPipeline BuildPipeline()
```

Returns

[SignalProcessingPipeline](#)

Class SignalProcessingPipeline

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing](#)

Assembly: HackRFDotnet.dll

Effects chain processor.

```
public class SignalProcessingPipeline
```

Inheritance

[object](#) ← SignalProcessingPipeline

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

SignalProcessingPipeline(SignalEffect[])

```
public SignalProcessingPipeline(SignalEffect[] signalFxPipe)
```

Parameters

signalFxPipe [SignalEffect\[\]](#)

Methods

ApplyPipeline(Span<IQ>)

```
public int ApplyPipeline(Span<IQ> signalTheta)
```

Parameters

signalTheta [Span<IQ>](#)

Returns

[int ↗](#)

Namespace HackRFDotnet.Api.Streams.Signal Processing.Effects

Classes

[BasicSignalScanningEffect](#)

[DownSampleEffect](#)

[DownSampleEffect](#) removes extraneous information from your signal using your desired bandwidth. Example: an FM radio's band is around 200 kHz; the minimum sample rate required to represent this is 400 kS/s (400,000 samples per second). It is recommended that you reduce the sample rate of your audio signal this way before further signal processing to save CPU.

[FftEffect](#)

Fast Fourier Transform Effect. Can be used for forward and inverse transforms. Must be given a chunk with a size that is a multiple of 2 [$\text{Length} \% 2 == 0$] Must be configured with a chunk size for caching a convert buffer.

[FrequencyCenteringEffect](#)

Shift the frequency by a [Frequency](#) offset. This only works for IQ samples, we can shift frequency without losing information.

[LowPassFilterEffect](#)

Low Pass Filter Effect to remove unwanted signals from the input signal. Configured with a bandwidth to limit via the filter.

[SignalEffect](#)

Signal effect base class.

[SquelchEffect](#)

Squelch Effect to remove noise when there is no detected signal present.

Class BasicSignalScanningEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Effects](#)

Assembly: HackRFDotnet.dll

```
public class BasicSignalScanningEffect : SignalEffect, ISignalEffect
```

Inheritance

[object](#) ← [SignalEffect](#) ← BasicSignalScanningEffect

Implements

[ISignalEffect](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

BasicSignalScanningEffect(DigitalRadioDevice, Bandwidth,
Frequency[])

```
public BasicSignalScanningEffect(DigitalRadioDevice digitalRadioDevice, Bandwidth bandwidth,  
Frequency[] scanChannels)
```

Parameters

[digitalRadioDevice](#) [DigitalRadioDevice](#)

[bandwidth](#) [Bandwidth](#)

[scanChannels](#) [Frequency\[\]](#)

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length is samples were reduced.

```
public override int AffectSignal(Span<IQ> signalTheta, int length)
```

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Class DownSampleEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Effects](#)

Assembly: HackRFDotnet.dll

[DownSampleEffect](#) removes extraneous information from your signal using your desired bandwidth. Example: an FM radio's band is around 200 kHz; the minimum sample rate required to represent this is 400 kS/s (400,000 samples per second). It is recommended that you reduce the sample rate of your audio signal this way before further signal processing to save CPU.

```
public class DownSampleEffect : SignalEffect, ISignalEffect, IDisposable
```

Inheritance

[object](#) ← [SignalEffect](#) ← DownSampleEffect

Implements

[ISignalEffect](#), [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

DownSampleEffect(SampleRate, SampleRate, out SampleRate, out int)

```
public DownSampleEffect(SampleRate sampleRate, SampleRate reducedSampleRate, out SampleRate newSampleRate, out int producedChunkSize)
```

Parameters

sampleRate [SampleRate](#)

reducedSampleRate [SampleRate](#)

newSampleRate [SampleRate](#)

producedChunkSize [int ↗](#)

DownSampleEffect(SampleRate, SampleRate, int, out
SampleRate, out int)

```
public DownSampleEffect(SampleRate sampleRate, SampleRate reducedSampleRate, int  
processingSize, out SampleRate newSampleRate, out int producedChunkSize)
```

Parameters

sampleRate [SampleRate](#)

reducedSampleRate [SampleRate](#)

processingSize [int ↗](#)

newSampleRate [SampleRate](#)

producedChunkSize [int ↗](#)

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length if samples were reduced.

```
public override int AffectSignal(Span<IQ> signalTheta, int length)
```

Parameters

signalTheta [Span<IQ>](#)

length [int ↗](#)

Returns

[int ↗](#)

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

Class FftEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Effects](#)

Assembly: HackRFDotnet.dll

Fast Fourier Transform Effect. Can be used for forward and inverse transforms. Must be given a chunk with a size that is a multiple of 2 [Length % 2 == 0] Must be configured with a chunk size for caching a convert buffer.

```
public class FftEffect : SignalEffect, ISignalEffect, IDisposable
```

Inheritance

[object](#) ← [SignalEffect](#) ← FftEffect

Implements

[ISignalEffect](#), [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

FftEffect(bool, int)

```
public FftEffect(bool forward, int chunkSize)
```

Parameters

forward [bool](#)

chunkSize [int](#)

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length if samples were reduced.

```
public override int AffectSignal(Span<IQ> signalTheta, int length)
```

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

Class FrequencyCenteringEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Effects](#)

Assembly: HackRFDotnet.dll

Shift the frequency by a [Frequency](#) offset. This only works for IQ samples, we can shift frequency without losing information.

```
public class FrequencyCenteringEffect : SignalEffect, ISignalEffect
```

Inheritance

[object](#) ← [SignalEffect](#) ← FrequencyCenteringEffect

Implements

[ISignalEffect](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

FrequencyCenteringEffect(Frequency, SampleRate)

```
public FrequencyCenteringEffect(Frequency frequencyOffset, SampleRate sampleRate)
```

Parameters

frequencyOffset [Frequency](#)

sampleRate [SampleRate](#)

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length if samples were reduced.

```
public override int AffectSignal(Span<IQ> signalTheta, int length)
```

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Class LowPassFilterEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Effects](#)

Assembly: HackRFDotnet.dll

Low Pass Filter Effect to remove unwanted signals from the input signal. Configured with a bandwidth to limit via the filter.

```
public class LowPassFilterEffect : SignalEffect, ISignalEffect
```

Inheritance

[object](#) ← [SignalEffect](#) ← LowPassFilterEffect

Implements

[ISignalEffect](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

LowPassFilterEffect(SampleRate, Bandwidth)

Apply a low pass filter on the signal. Expects Frequency Domain input.

```
public LowPassFilterEffect(SampleRate sampleRate, Bandwidth bandwith)
```

Parameters

sampleRate [SampleRate](#)

bandwith [Bandwidth](#)

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length is samples were reduced.

```
public override int AffectSignal(Span<IQ> signalTheta, int length)
```

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Class SignalEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Effects](#)

Assembly: HackRFDotnet.dll

Signal effect base class.

```
public abstract class SignalEffect : ISignalEffect
```

Inheritance

[object](#) ← SignalEffect

Implements

[ISignalEffect](#)

Derived

[BasicSignalScanningEffect](#), [DownSampleEffect](#), [FftEffect](#), [FrequencyCenteringEffect](#), [LowPassFilterEffect](#),
[SquelchEffect](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length if samples were reduced.

```
public abstract int AffectSignal(Span<IQ> signalTheta, int length)
```

Parameters

signalTheta [Span](#)<IQ>

length [int](#)

Returns

int ↗

Class SquelchEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Effects](#)

Assembly: HackRFDotnet.dll

Squelch Effect to remove noise when there is no detected signal present.

```
public class SquelchEffect : SignalEffect, ISignalEffect
```

Inheritance

[object](#) ← [SignalEffect](#) ← SquelchEffect

Implements

[ISignalEffect](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

SquelchEffect(SampleRate)

```
public SquelchEffect(SampleRate sampleRate)
```

Parameters

sampleRate [SampleRate](#)

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length if samples were reduced.

```
public override int AffectSignal(Span<IQ> signalTheta, int length)
```

Parameters

`signalTheta` [Span](#)<IQ>

`length` [int](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Streams.Signal Processing.Interfaces

Interfaces

[ISignalEffect](#)

Signal Effects are fundamental building blocks for a [SignalProcessingPipeline](#).

Interface ISignalEffect

Namespace: [HackRFDotnet.Api.Streams.SignalProcessing.Interfaces](#)

Assembly: HackRFDotnet.dll

Signal Effects are fundamental building blocks for a [SignalProcessingPipeline](#).

```
public interface ISignalEffect
```

Methods

AffectSignal(Span<IQ>, int)

Manipulate in-place, the signal provided and return a new length if samples were reduced.

```
int AffectSignal(Span<IQ> signalTheta, int lendth)
```

Parameters

signalTheta [Span](#)<IQ>

lendth [int](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Streams.Signal Streams

Classes

[SignalStream](#)

A [SignalStream](#) allows you to process effects from a pipeline, and read the result like a stream reader.
Stream must be created from a [IQStream](#)

Class SignalStream

Namespace: [HackRFDotnet.Api.Streams.SignalStreams](#)

Assembly: HackRFDotnet.dll

A [SignalStream](#) allows you to process effects from a pipeline, and read the result like a stream reader. Stream must be created from a [IIQStream](#)

```
public class SignalStream : IDisposable
```

Inheritance

[object](#) ← SignalStream

Implements

[IDisposable](#)

Derived

[WaveSignalStream](#), [QpskSignalStream](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

SignalStream(IIQStream, SignalProcessingPipeline?, bool)

```
public SignalStream(IIQStream iQStream, SignalProcessingPipeline? processingPipeline = null,  
bool keepOpen = true)
```

Parameters

iQStream [IIQStream](#)

processingPipeline [SignalProcessingPipeline](#)

keepOpen [bool](#)

Fields

_iQStream

```
protected readonly IIQStream _iQStream
```

Field Value

[IIQStream](#)

_keepOpen

```
protected readonly bool _keepOpen
```

Field Value

[bool](#) ↗

_processingPipeline

```
protected SignalProcessingPipeline? _processingPipeline
```

Field Value

[SignalProcessingPipeline](#)

Properties

Bandwidth

```
public Bandwidth Bandwidth { get; protected set; }
```

Property Value

Bandwidth

Center

```
public Frequency Center { get; protected set; }
```

Property Value

Frequency

SampleRate

```
public SampleRate SampleRate { get; }
```

Property Value

SampleRate

Methods

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

ReadSpan(Span<IQ>)

```
public void ReadSpan(Span<IQ> iqPairs)
```

Parameters

`iqPairs` Span<IQ>

SetBand(Frequency, Bandwidth)

Set the band and bandwidth the filtering engine will use.

```
public void SetBand(Frequency center, Bandwidth bandwidth)
```

Parameters

center [Frequency](#)

bandwidth [Bandwidth](#)

Namespace HackRFDotnet.Api.Streams.Signal Streams.Analogue

Classes

[AmSignalStream](#)

Demodulate AM audio from the [IQStream](#).

[FmSignalStream](#)

Demodulate FM audio from [IQStream](#).

[WaveSignalStream](#)

NAudio NAudio.Wave.ISampleProvider base stream implementation, [AmSignalStream](#) and [FmSignal Stream](#) stream inherit this.

Class AmSignalStream

Namespace: [HackRFDotnet.Api.Streams.SignalStreams.Analogue](#)

Assembly: HackRFDotnet.dll

Demodulate AM audio from the [IQStream](#).

```
public class AmSignalStream : WaveSignalStream, ISampleProvider, IDisposable
```

Inheritance

[object](#) ← [SignalStream](#) ← [WaveSignalStream](#) ← AmSignalStream

Implements

ISampleProvider, [IDisposable](#)

Inherited Members

[WaveSignalStream.WaveFormat](#), [WaveSignalStream.NormalizeRms\(Span<float>, float\)](#),
[SignalStream.Center](#), [SignalStream.Bandwidth](#), [SignalStream.SampleRate](#),
[SignalStream.ProcessingPipeline](#), [SignalStream.iQStream](#), [SignalStream.keepOpen](#),
[SignalStream.ReadSpan\(Span<IQ>\)](#), [SignalStream.SetBand\(Frequency, Bandwidth\)](#),
[SignalStream.Dispose\(\)](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

AmSignalStream(IQStream, SampleRate,
SignalProcessingPipeline?, bool)

```
public AmSignalStream(IQStream deviceStream, SampleRate sampleRate,  
SignalProcessingPipeline? processingPipeline = null, bool keepOpen = true)
```

Parameters

deviceStream [IQStream](#)

sampleRate [SampleRate](#)

`processingPipeline` [SignalProcessingPipeline](#)

`keepOpen` [bool](#)

Methods

`Read(float[], int, int)`

Fill the specified buffer with 32 bit floating point samples

```
public override int Read(float[] buffer, int offset, int count)
```

Parameters

`buffer` [float](#)[]

The buffer to fill with samples.

`offset` [int](#)

Offset into buffer

`count` [int](#)

The number of samples to read

Returns

[int](#)

the number of samples written to the buffer.

Class FmSignalStream

Namespace: [HackRFDotnet.Api.Streams.SignalStreams.Analogue](#)

Assembly: HackRFDotnet.dll

Demodulate FM audio from [IIQStream](#).

```
public class FmSignalStream : WaveSignalStream, ISampleProvider, IDisposable
```

Inheritance

[object](#) ← [SignalStream](#) ← [WaveSignalStream](#) ← [FmSignalStream](#)

Implements

[ISampleProvider](#), [IDisposable](#)

Inherited Members

[WaveSignalStream.WaveFormat](#), [WaveSignalStream.NormalizeRms\(Span<float>, float\)](#),
[SignalStream.Center](#), [SignalStream.Bandwidth](#), [SignalStream.SampleRate](#),
[SignalStream.ProcessingPipeline](#), [SignalStream.iQStream](#), [SignalStream.keepOpen](#),
[SignalStream.ReadSpan\(Span<IQ>\)](#), [SignalStream.SetBand\(Frequency, Bandwidth\)](#),
[SignalStream.Dispose\(\)](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

[FmSignalStream\(IIQStream, SampleRate, bool, SignalProcessingPipeline?, bool\)](#)

```
public FmSignalStream(IIQStream deviceStream, SampleRate sampleRate, bool stereo = true,  
SignalProcessingPipeline? processingPipeline = null, bool keepOpen = true)
```

Parameters

[deviceStream](#) [IIQStream](#)

[sampleRate](#) [SampleRate](#)

`stereo` [bool](#)

`processingPipeline` [SignalProcessingPipeline](#)

`keepOpen` [bool](#)

Methods

`Read(float[], int, int)`

Fill the specified buffer with 32 bit floating point samples

```
public override int Read(float[] buffer, int offset, int count)
```

Parameters

`buffer` [float](#)[]

The buffer to fill with samples.

`offset` [int](#)

Offset into buffer

`count` [int](#)

The number of samples to read

Returns

[int](#)

the number of samples written to the buffer.

Class WaveSignalStream

Namespace: [HackRFDotnet.Api.Streams.SignalStreams.Analogue](#)

Assembly: HackRFDotnet.dll

NAudio NAudio.Wave.ISampleProvider base stream implementation, [AmSignalStream](#) and [FmSignalStream](#) stream inherit this.

```
public class WaveSignalStream : SignalStream, ISampleProvider, IDisposable
```

Inheritance

[object](#) ← [SignalStream](#) ← WaveSignalStream

Implements

ISampleProvider, [IDisposable](#)

Derived

[AmSignalStream](#), [FmSignalStream](#)

Inherited Members

[SignalStream.Center](#), [SignalStream.Bandwidth](#), [SignalStream.SampleRate](#),
[SignalStream.ProcessingPipeline](#), [SignalStream.IQStream](#), [SignalStream.KeepOpen](#),
[SignalStream.ReadSpan\(Span<IQ>\)](#), [SignalStream.SetBand\(Frequency, Bandwidth\)](#),
[SignalStream.Dispose\(\)](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

WaveSignalStream(IQStream, SampleRate, bool,
SignalProcessingPipeline?, bool)

```
public WaveSignalStream(IQStream deviceStream, SampleRate sampleRate, bool stereo = true,  
SignalProcessingPipeline? processingPipeline = null, bool keepOpen = true)
```

Parameters

deviceStream [IQStream](#)

sampleRate [SampleRate](#)

stereo [bool](#)

processingPipeline [SignalProcessingPipeline](#)

keepOpen [bool](#)

Properties

WaveFormat

Gets the WaveFormat of this Sample Provider.

```
public WaveFormat? WaveFormat { get; protected set; }
```

Property Value

WaveFormat

The wave format.

Methods

NormalizeRms(Span<float>, float)

```
protected void NormalizeRms(Span<float> buffer, float targetRms = 0.04)
```

Parameters

buffer [Span](#)<[float](#)>

targetRms [float](#)

Read(float[], int, int)

Fill the specified buffer with 32 bit floating point samples

```
public virtual int Read(float[] buffer, int offset, int count)
```

Parameters

buffer [float](#)[]

The buffer to fill with samples.

offset [int](#)

Offset into buffer

count [int](#)

The number of samples to read

Returns

[int](#)

the number of samples written to the buffer.

Namespace HackRFDotnet.Api.Streams.Signal Streams.Digital

Classes

[HdRadioSignalStream](#)

[QpskSignalStream](#)

Class HdRadioSignalStream

Namespace: [HackRFDotnet.Api.Streams.SignalStreams.Digital](#)

Assembly: HackRFDotnet.dll

```
public class HdRadioSignalStream : QpskSignalStream, IDisposable, ISampleProvider
```

Inheritance

[object](#) ← [SignalStream](#) ← [QpskSignalStream](#) ← HdRadioSignalStream

Implements

[IDisposable](#), ISampleProvider

Inherited Members

[QpskSignalStream.Read\(Span<byte>, int\)](#), [SignalStream.Center](#), [SignalStream.Bandwidth](#),
[SignalStream.SampleRate](#), [SignalStream.processingPipeline](#), [SignalStream.iQStream](#),
[SignalStream.keepOpen](#), [SignalStream.ReadSpan\(Span<IQ>\)](#),
[SignalStream.SetBand\(Frequency, Bandwidth\)](#), [SignalStream.Dispose\(\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

HdRadioSignalStream(IIQStream, SampleRate, bool,
SignalProcessingPipeline?, bool)

```
public HdRadioSignalStream(IIQStream iQStream, SampleRate sampleRate, bool stereo = true,  
SignalProcessingPipeline? processingPipeline = null, bool keepOpen = true)
```

Parameters

iQStream [IIQStream](#)

sampleRate [SampleRate](#)

stereo [bool](#)

processingPipeline [SignalProcessingPipeline](#)

`keepOpen` [bool](#)

Properties

WaveFormat

Gets the WaveFormat of this Sample Provider.

```
public WaveFormat? WaveFormat { get; protected set; }
```

Property Value

WaveFormat

The wave format.

Methods

Read(float[], int, int)

Fill the specified buffer with 32 bit floating point samples

```
public int Read(float[] buffer, int offset, int count)
```

Parameters

`buffer` [float](#)[]

The buffer to fill with samples.

`offset` [int](#)

Offset into buffer

`count` [int](#)

The number of samples to read

Returns

int ↗

the number of samples written to the buffer.

Class QpskSignalStream

Namespace: [HackRFDotnet.Api.Streams.SignalStreams.Digital](#)

Assembly: HackRFDotnet.dll

```
public class QpskSignalStream : SignalStream, IDisposable
```

Inheritance

[object](#) ← [SignalStream](#) ← QpskSignalStream

Implements

[IDisposable](#)

Derived

[HdRadioSignalStream](#)

Inherited Members

[SignalStream.Center](#), [SignalStream.Bandwidth](#), [SignalStream.SampleRate](#),
[SignalStream.ProcessingPipeline](#), [SignalStream.IQStream](#), [SignalStream.KeepOpen](#),
[SignalStream.ReadSpan\(Span<IQ>\)](#), [SignalStream.SetBand\(Frequency, Bandwidth\)](#),
[SignalStream.Dispose\(\)](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

QpskSignalStream(IQStream, SignalProcessingPipeline?, bool)

```
public QpskSignalStream(IQStream iqStream, SignalProcessingPipeline? processingPipeline = null, bool keepOpen = true)
```

Parameters

iQStream [IQStream](#)

processingPipeline [SignalProcessingPipeline](#)

keepOpen [bool](#)

Methods

Read(Span<byte>, int)

```
public int Read(Span<byte> buffer, int count)
```

Parameters

buffer [Span<byte>](#)

count [int](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Utilities

Classes

[BinaryUtilities](#)

[SignalUtilities](#)

Class BinaryUtilities

Namespace: [HackRFDotnet.Api.Utilities](#)

Assembly: HackRFDotnet.dll

```
public static class BinaryUtilities
```

Inheritance

[object](#) ← BinaryUtilities

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

NextPowerOfTwo(int)

```
public static int NextPowerOfTwo(int n)
```

Parameters

n [int](#)

Returns

[int](#)

Class SignalUtilities

Namespace: [HackRFDotnet.Api.Utilities](#)

Assembly: HackRFDotnet.dll

```
public class SignalUtilities
```

Inheritance

[object](#) ← SignalUtilities

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

ApplyFrequencyOffset(Span<IQ>, Frequency, SampleRate)

```
public static void ApplyFrequencyOffset(Span<IQ> iqFrame, Frequency freqOffset,  
SampleRate sampleRate)
```

Parameters

iqFrame [Span](#)<[IQ](#)>

freqOffset [Frequency](#)

sampleRate [SampleRate](#)

CalculateRmsDb(ReadOnlySpan<IQ>)

```
public static float CalculateRmsDb(ReadOnlySpan<IQ> iqFrame)
```

Parameters

iqFrame [ReadOnlySpan](#)<[IQ](#)>

Returns

[float](#)

CalculateSignalDb(ReadOnlySpan<IQ>)

```
public static float CalculateSignalDb(ReadOnlySpan<IQ> iqFrame)
```

Parameters

[iqFrame](#) [ReadOnlySpan](#)<[IQ](#)>

Returns

[float](#)

FrequencyResolution(int, SampleRate, bool)

```
public static long FrequencyResolution(int length, SampleRate sampleRate, bool positiveOnly  
= true)
```

Parameters

[length](#) [int](#)

[sampleRate](#) [SampleRate](#)

[positiveOnly](#) [bool](#)

Returns

[long](#)

IQCorrection(Span<IQ>)

```
public static void IQCorrection(Span<IQ> iqFrame)
```

Parameters

iqFrame [Span](#)<IQ>

Namespace HackRFDotnet.NativeApi

Classes

[NativeConstants](#)

Class NativeConstants

Namespace: [HackRFDotnet.NativeApi](#)

Assembly: HackRFDotnet.dll

```
public class NativeConstants
```

Inheritance

[object](#) ← NativeConstants

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

BOARD_ID_HACKRF_ONE

These deprecated board ID names are provided for API compatibility.

```
public const HackrfBoardId BOARD_ID_HACKRF_ONE = BOARD_ID_HACKRF1_0G
```

Field Value

[HackrfBoardId](#)

BOARD_ID_INVALID

These deprecated board ID names are provided for API compatibility.

```
public const HackrfBoardId BOARD_ID_INVALID = BOARD_ID_UNDETECTED
```

Field Value

[HackrfBoardId](#)

BYTES_PER_BLOCK

Number of bytes per tuning for sweeping

```
public const uint BYTES_PER_BLOCK = 16384
```

Field Value

[uint](#)

HACKRF_BOARD_REV_GSG

Made by GSG bit in @ref hackrf_board_rev enum and in platform ID

```
public const uint HACKRF_BOARD_REV_GSG = 128
```

Field Value

[uint](#)

HACKRF_OPERACAKE_ADDRESS_INVALID

Invalid Opera Cake add-on board address, placeholder in @ref hackrf_get_operacake_boards

```
public const uint HACKRF_OPERACAKE_ADDRESS_INVALID = 255
```

Field Value

[uint](#)

HACKRF_OPERACAKE_MAX_BOARDS

Maximum number of connected Opera Cake add-on boards

```
public const uint HACKRF_OPERACAKE_MAX_BOARDS = 8
```

Field Value

[uint](#) ↗

HACKRF_OPERACAKE_MAX_DWELL_TIMES

Maximum number of specifiable dwell times for Opera Cake add-on boards

```
public const uint HACKRF_OPERACAKE_MAX_DWELL_TIMES = 16
```

Field Value

[uint](#) ↗

HACKRF_OPERACAKE_MAX_FREQ_RANGES

Maximum number of specifiable frequency ranges for Opera Cake add-on boards

```
public const uint HACKRF_OPERACAKE_MAX_FREQ_RANGES = 8
```

Field Value

[uint](#) ↗

HACKRF_PLATFORM_HACKRF1_OG

HACKRF ONE (pre r9) platform bit in result of @ref hackrf_supported_platform_read

```
public const uint HACKRF_PLATFORM_HACKRF1_OG = 2
```

Field Value

[uint](#) ↗

HACKRF_PLATFORM_HACKRF1_R9

HACKRF ONE (r9 or later) platform bit in result of @ref hackrf_supported_platform_read

```
public const uint HACKRF_PLATFORM_HACKRF1_R9 = 8
```

Field Value

[uint](#)

HACKRF_PLATFORM_JAWBREAKER

JAWBREAKER platform bit in result of @ref hackrf_supported_platform_read

```
public const uint HACKRF_PLATFORM_JAWBREAKER = 1
```

Field Value

[uint](#)

HACKRF_PLATFORM_RAD10

RAD10 platform bit in result of @ref hackrf_supported_platform_read

```
public const uint HACKRF_PLATFORM_RAD10 = 4
```

Field Value

[uint](#)

MAX_SWEEP_RANGES

Maximum number of sweep ranges to be specified for @ref hackrf_init_sweep

```
public const uint MAX_SWEEP_RANGES = 10
```

Field Value

[uint](#)

SAMPLES_PER_BLOCK

Number of samples per tuning when sweeping

```
public const uint SAMPLES_PER_BLOCK = 8192
```

Field Value

[uint](#)

Namespace HackRFDotnet.NativeApi.Enums

Enums

[RfPathFilter](#)

RF filter path setting enum.

Used only when performing explicit tuning using [SetFrequency\(HackRFDevice*, ulong, ulong, RfPathFilter\)](#), or can be converted into a human-readable string using [FilterPathName\(RfPathFilter\)](#).

This can select the image rejection filter (U3, U8 or none) to use - using switches U5, U6, U9 and U11. When no filter is selected, the mixer itself is bypassed.

[SweepStyle](#)

Enum RfPathFilter

Namespace: [HackRFDotnet.NativeApi.Enums](#)

Assembly: HackRFDotnet.dll

RF filter path setting enum.

Used only when performing explicit tuning using [SetFrequency\(HackRFDevice*, ulong, ulong, RfPathFilter\)](#), or can be converted into a human-readable string using [FilterPathName\(RfPathFilter\)](#).

This can select the image rejection filter (U3, U8 or none) to use - using switches U5, U6, U9 and U11. When no filter is selected, the mixer itself is bypassed.

```
public enum RfPathFilter
```

Fields

`RF_PATH_FILTER_BYPASS = 0`

No filter is selected, **the mixer is bypassed**, $f_{center} = f_{IF}$

`RF_PATH_FILTER_HIGH_PASS = 2`

HPF is selected, $f_{center} = f_{IF} + f_{LO}$

`RF_PATH_FILTER_LOW_PASS = 1`

LPF is selected, $f_{center} = f_{IF} - f_{LO}$

Enum SweepStyle

Namespace: [HackRFDotnet.NativeApi.Enums](#)

Assembly: HackRFDotnet.dll

```
public enum SweepStyle
```

Fields

INTERLEAVED = 1

Each step is divided into two interleaved sub-steps, allowing the host to select the best portions of the FFT of each sub-step and discard the rest.

LINEAR = 0

step_width is added to the current frequency at each step.

Namespace HackRFDotnet.NativeApi.Enums.Peripherals

Enums

[LedState](#)

[OperacakePorts](#)

[OperacakeSwitchingMode](#)

Opera Cake port switching mode. Set via [SetOperacakeMode\(HackRFDevice*, byte, OperacakeSwitchingMode\)](#) and queried via [GetOperacakeMode\(HackRFDevice*, byte, OperacakeSwitchingMode*\)](#).

Enum LedState

Namespace: [HackRFDotnet.NativeApi.Enums.Peripherals](#)

Assembly: HackRFDotnet.dll

```
public enum LedState : byte
```

Fields

RxLight = 2

TxLight = 4

UsbLight = 0

Enum OperacakePorts

Namespace: [HackRFDotnet.NativeApi.Enums.Peripherals](#)

Assembly: HackRFDotnet.dll

```
public enum OperacakePorts
```

Fields

OPERACAKE_PA1 = 0

OPERACAKE_PA2 = 1

OPERACAKE_PA3 = 2

OPERACAKE_PA4 = 3

OPERACAKE_PB1 = 4

OPERACAKE_PB2 = 5

OPERACAKE_PB3 = 6

OPERACAKE_PB4 = 7

Enum OperacakeSwitchingMode

Namespace: [HackRFDotnet.NativeApi.Enums.Peripherals](#)

Assembly: HackRFDotnet.dll

Opera Cake port switching mode. Set via [SetOperacakeMode\(HackRFDevice*, byte, OperacakeSwitchingMode\)](#) and queried via [GetOperacakeMode\(HackRFDevice*, byte, OperacakeSwitchingMode*\)](#).

```
public enum OperacakeSwitchingMode
```

Fields

OPERACAKE_MODE_FREQUENCY = 1

Port connections are switched automatically when the frequency is changed. Frequency ranges can be set using [SetOperacakeFrequencyRanges\(HackRFDevice*, HackRFOperacakeFreqRange*, byte\)](#). In this mode, B0 mirrors A0.

OPERACAKE_MODE_MANUAL = 0

Port connections are set manually using [SetOperacakePorts\(HackRFDevice*, byte, byte, byte\)](#). Both ports can be specified, but not on the same side.

OPERACAKE_MODE_TIME = 2

Port connections are switched automatically over time. dwell times can be set with [SetOperacakeDwellTimes\(HackRFDevice*, HackRFOperacakeDwellTime*, byte\)](#). In this mode, B0 mirrors A0.

Namespace HackRFDotnet.NativeApi.Enums.System

Enums

[HackrfBoardId](#)

HACKRF board id enum.

Returned by [ReadBoardId\(HackRFDevice*, byte*\)](#) and can be converted to a human-readable string using [BoardIdName\(HackrfBoardId\)](#).

[HackrfBoardRev](#)

[HackrfError](#)

Error enum, returned by many libhackrf functions.

[HackrfUsbBoardId](#)

USB board ID (product ID) enum

Contains USB-IF product id (field `idProduct` in `libusb_device_descriptor`). Can be used to identify general type of hardware. Only used in `usb_board_ids` field of [QueryDeviceList\(\)](#), and can be converted into human-readable string via [UsbBoardIdName\(HackrfUsbBoardId\)](#).

Enum HackrfBoardId

Namespace: [HackRFDotnet.NativeApi.Enums.System](#)

Assembly: HackRFDotnet.dll

HACKRF board id enum.

Returned by [ReadBoardId\(HackRFDevice*, byte*\)](#) and can be converted to a human-readable string using [BoardIdName\(HackrfBoardId\)](#).

```
public enum HackrfBoardId
```

Fields

BOARD_ID_HACKRF1_0G = 2

HackRF One (prior to rev 9, same limits: 1-6000MHz, 20MSPS, bias-tee).

BOARD_ID_HACKRF1_R9 = 4

BOARD_ID_JAWBREAKER = 1

Jawbreaker (beta platform, 10-6000MHz, no bias-tee).

BOARD_ID_JELLYBEAN = 0

Jellybean (pre-production revision, not supported).

BOARD_ID_RAD10 = 3

BOARD_ID_UNDETECTED = 255

Unknown board (detection not yet attempted, should be default value).

BOARD_ID_UNRECOGNIZED = 254

Unknown board (failed detection).

Enum HackrfBoardRev

Namespace: [HackRFDotnet.NativeApi.Enums.System](#)

Assembly: HackRFDotnet.dll

```
public enum HackrfBoardRev
```

Fields

BOARD_REV_GSG HACKRF1_R10 = 133

Board revision 10, made by GSG

BOARD_REV_GSG HACKRF1_R6 = 129

Board revision 6, made by GSG

BOARD_REV_GSG HACKRF1_R7 = 130

Board revision 7, made by GSG

BOARD_REV_GSG HACKRF1_R8 = 131

Board revision 8, made by GSG

BOARD_REV_GSG HACKRF1_R9 = 132

Board revision 9, made by GSG

BOARD_REV_HACKRF1_OLD = 0

Older than rev6

BOARD_REV_HACKRF1_R10 = 5

Board revision 10, generic

BOARD_REV_HACKRF1_R6 = 1

Board revision 6, generic

BOARD_REV_HACKRF1_R7 = 2

Board revision 7, generic

BOARD_REV_HACKRF1_R8 = 3

Board revision 8, generic

BOARD_REV_HACKRF1_R9 = 4

Board revision 9, generic

BOARD_REV_UNDETECTED = 255

Unknown board revision (detection not yet attempted)

BOARD_REV_UNRECOGNIZED = 254

Unknown board revision (detection failed)

Enum HackrfError

Namespace: [HackRFDotnet.NativeApi.Enums.System](#)

Assembly: HackRFDotnet.dll

Error enum, returned by many libhackrf functions.

```
public enum HackrfError
```

Fields

HACKRF_ERROR_BUSY = -6

Resource is busy, possibly the device is already opened.

HACKRF_ERROR_INVALID_PARAM = -2

The function was called with invalid parameters.

HACKRF_ERROR_LIBUSB = -1000

LibUSB error, use @ref hackrf_error_name to get a human-readable error string (using `libusb_strerror`).

HACKRF_ERROR_NOT_FOUND = -5

USB device not found, returned at opening.

HACKRF_ERROR_NOT_LAST_DEVICE = -2000

Can not exit library as one or more HackRFs still in use.

HACKRF_ERROR_NO_MEM = -11

Memory allocation (on host side) failed.

HACKRF_ERROR_OTHER = -9999

Unspecified error.

HACKRF_ERROR_STREAMING_EXIT_CALLED = -1004

Streaming thread exited (normally).

HACKRF_ERROR_STREAMING_STOPPED = -1003

Streaming thread stopped due to an error.

HACKRF_ERROR_STREAMING_THREAD_ERR = -1002

Streaming thread could not start due to an error.

HACKRF_ERROR_THREAD = -1001

Error setting up transfer thread (pthread-related error).

HACKRF_ERROR_USB_API_VERSION = -1005

The installed firmware does not support this function.

HACKRF_SUCCESS = 0

No error happened.

HACKRF_TRUE = 1

TRUE value, returned by some functions that return boolean value. Only a few functions can return this variant, and this fact should be explicitly noted at those functions.

Enum HackrfUsbBoardId

Namespace: [HackRFDotnet.NativeApi.Enums.System](#)

Assembly: HackRFDotnet.dll

USB board ID (product ID) enum

Contains USB-IF product id (field `idProduct` in `libusb_device_descriptor`). Can be used to identify general type of hardware. Only used in `usb_board_ids` field of [QueryDeviceList\(\)](#), and can be converted into human-readable string via [UsbBoardIdName\(HackrfUsbBoardId\)](#).

```
public enum HackrfUsbBoardId
```

Fields

`USB_BOARD_ID_HACKRF_ONE = 24713`

HackRF One USB product id

`USB_BOARD_ID_INVALID = 65535`

Invalid / unknown USB product id

`USB_BOARD_ID_JAWBREAKER = 24651`

Jawbreaker (beta platform) USB product id

`USB_BOARD_ID_RAD10 = 52245`

RAD1O (custom version) USB product id

Namespace HackRFDotnet.NativeApi.Lib

Classes

[HackRfNativeLib](#)

[HackRfNativeLib.Debug](#)

[HackRfNativeLib.DeviceStreaming](#)

[HackRfNativeLib.Devices](#)

[HackRfNativeLib.Firmware](#)

[HackRfNativeLib.Operacake](#)

Class HackRfNativeLib

Namespace: [HackRFDotnet.NativeApi.Lib](#)

Assembly: HackRFDotnet.dll

```
public static class HackRfNativeLib
```

Inheritance

[object](#) ← HackRfNativeLib

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

Exit()

Exit libhackrf. Should be called before application exit.

```
public static extern int Exit()
```

Returns

[int](#)

Init()

Initialize libhackrf. Should be called before any other function.

```
public static extern int Init()
```

Returns

[int](#)

LibraryRelease()

Get library release string.

```
public static extern sbyte* LibraryRelease()
```

Returns

sbyte↗*

LibraryVersion()

Get library version string.

```
public static extern sbyte* LibraryVersion()
```

Returns

sbyte↗*

Class HackRfNativeLib.Debug

Namespace: [HackRFDotnet.NativeApi.Lib](#)

Assembly: HackRFDotnet.dll

```
public static class HackRfNativeLib.Debug
```

Inheritance

[object](#) ← HackRfNativeLib.Debug

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetErrorMessage(HackrfError)

Convert @ref hackrf_error into human-readable string

```
public static extern sbyte* GetErrorMessage(HackrfError errcode)
```

Parameters

errcode [HackrfError](#)

Returns

[sbyte](#)*

Class HackRfNativeLib.DeviceStreaming

Namespace: [HackRFDotnet.NativeApi.Lib](#)

Assembly: HackRFDotnet.dll

```
public static class HackRfNativeLib.DeviceStreaming
```

Inheritance

[object](#) ← HackRfNativeLib.DeviceStreaming

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

ComputeBasebandFilterBandWidth(uint)

Compute nearest valid baseband filter bandwidth to specified value.

The result can be used via [SetBasebandFilterBandwidth\(HackRFDevice*, uint\)](#).

```
public static extern uint ComputeBasebandFilterBandWidth(uint bandwidth_hz)
```

Parameters

bandwidth_hz [uint](#)

Desired filter bandwidth in Hz.

Returns

[uint](#)

Nearest valid filter bandwidth in Hz.

ComputeBasebandFilterBandWidth_round_down_It(uint)

Compute nearest valid baseband filter bandwidth lower than a specified value.

The result can be used via [SetBasebandFilterBandwidth\(HackRFDevice*, uint\)](#).

```
public static extern uint ComputeBasebandFilterBandWidth_round_down_lt(uint bandwidth_hz)
```

Parameters

bandwidth_hz [uint](#)

Desired filter bandwidth in Hz.

Returns

[uint](#)

The highest valid filter bandwidth lower than **bandwidth_hz** in Hz.

EnableAmp(HackRFDevice*, byte)

Enable / disable 14dB RF amplifier.

Enable / disable the ~11dB RF RX/TX amplifiers U13/U25 via controlling switches U9 and U14.

```
public static extern HackrfError EnableAmp(HackRFDevice* device, byte value)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

value [byte](#)

Enable (1) or disable (0) amplifier.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

EnableAntenna(HackRFDevice*, byte)

Enable / disable bias-tee (antenna port power).

Enable or disable the **3.3V (max 50mA)** bias-tee (antenna port power). Defaults to disabled.

NOTE: the firmware auto-disables this after returning to IDLE mode, so a perma-set is not possible, which means all software supporting HackRF devices must support enabling bias-tee, as setting it externally is not possible like it is with RTL-SDR for example.

```
public static extern HackrfError EnableAntenna(HackRFDevice* device, byte value)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

value [byte](#)

Enable (1) or disable (0) bias-tee.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

EnableTxFlush(HackRFDevice*, HackRFFlushCallback, void*)

Setup flush (end-of-transmission) callback.

This callback will be called when all the data was transmitted and all data transfers were completed. First parameter is supplied context, second parameter is success flag.

```
public static extern HackrfError EnableTxFlush(HackRFDevice* device, HackRFFlushCallback  
callback, void* flush_ctx)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

`callback` [HackRFFlushCallback](#)

callback to call when all transfers were completed.

`flush_ctx` [void](#) ↗*

context (1st parameter of callback).

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

FilterPathName(RfPathFilter)

Convert [RfPathFilter](#) into human-readable string.

```
public static extern sbyte* FilterPathName(RfPathFilter path)
```

Parameters

`path` [RfPathFilter](#)

Enum to convert.

Returns

[sbyte](#) ↗*

Human-readable name of filter path.

GetTransferBufferSize(HackRFDevice*)

Get USB transfer buffer size.

```
public static extern nuint GetTransferBufferSize(HackRFDevice* device)
```

Parameters

`device HackRFDevice*`

Unused.

Returns

`nuint`

Size in bytes.

GetTransferQueueDepth(HackRFDevice*)

Get the total number of USB transfer buffers.

```
public static extern uint GetTransferQueueDepth(HackRFDevice* device)
```

Parameters

`device HackRFDevice*`

Unused.

Returns

`uint`

Number of buffers.

InitSweep(HackRFDevice*, ushort*, int, uint, uint, uint, Sweep Style)

Initialize sweep mode.

In this mode, in a single data transfer(single call to the RX transfer callback), multiple blocks of size `num_bytes` bytes are received with different center frequencies. At the beginning of each block, a 10-byte frequency header is present in `0x7F - 0x7F - uint64_t frequency(LSBFIRST, in Hz)` format, followed by the actual samples.

Requires USB API version 0x0102 or above!

```
public static extern HackrfError InitSweep(HackRFDevice* device, ushort* frequency_list, int num_ranges, uint num_bytes, uint step_width, uint offset, SweepStyle style)
```

Parameters

device [HackRFDevice](#)*

Device to configure.

frequency_list [ushort](#)*

List of start-stop frequency pairs in MHz.

num_ranges [int](#)

Length of array **frequency_list** (in pairs, so total array length / 2!). Must be less than .

num_bytes [uint](#)

Number of bytes to capture per tuning, must be a multiple of [BYTES_PER_BLOCK](#).

step_width [uint](#)

Width of each tuning step in Hz.

offset [uint](#)

Frequency offset added to tuned frequencies.sample_rate / 2 is a good value.

style [SweepStyle](#)

Sweep style.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

IsStreaming(HackRFDevice*)

Query device streaming status.

```
public static extern HackrfError IsStreaming(HackRFDevice* device)
```

Parameters

device [HackRFDevice*](#)

Device to query.

Returns

[HackrfError](#)

[HACKRF_TRUE](#) If the device is streaming, else one of [HACKRF_ERROR_STREAMING_THREAD_ERR](#), [HACKRF_ERROR_STREAMING_STOPPED](#) or [HACKRF_ERROR_STREAMING_EXIT_CALLED](#).

SetBasebandFilterBandwidth(HackRFDevice*, uint)

Set baseband filter bandwidth.

Possible values: 1.75, 2.5, 3.5, 5, 5.5, 6, 7, 8, 9, 10, 12, 14, 15, 20, 24, 28MHz, default $\leq 0.75 \cdot F_s$. The functions [ComputeBasebandFilterBandWidth\(uint\)](#) and [ComputeBasebandFilterBandWidth_round_down_lt\(uint\)](#) can be used to get a valid value nearest to a given value.

Setting the sample rate causes the filter bandwidth to be (re)set to its default $\leq 0.75 \cdot F_s$ value, so setting sample rate should be done before setting filter bandwidth.

```
public static extern HackrfError SetBasebandFilterBandwidth(HackRFDevice* device,  
uint bandwidth_hz)
```

Parameters

device [HackRFDevice*](#)

device to configure.

bandwidth_hz [uint](#)

baseband filter bandwidth in Hz.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetBiasTOptions(HackRFDevice*, HackRFBiasTUserSettingReq*)

Configure bias tee behavior of the HackRF device when changing RF states.

This function allows the user to configure bias tee behavior so that it can be turned on or off automatically by the HackRF when entering the RX, TX, or OFF state. By default, the HackRF switches off the bias tee when the RF path switches to OFF mode.

The bias tee configuration is specified via a bitfield: 0000000TmmRmmOmm

Where setting T/R/O bits indicates that the TX/RX/Off behavior should be set to mode 'mm', 0 = don't modify

mm specifies the bias tee mode:

00 - do nothing. 01 - reserved, do not use. 10 - disable bias tee. 11 - enable bias tee.

```
public static extern HackrfError SetBiasTOptions(HackRFDevice* device,  
HackRFBiasTUserSettingReq* req)
```

Parameters

device [HackRFDevice](#)*

Device to configure.

req [HackRFBiasTUserSettingReq](#)*

Bias tee states, as a bitfield.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetClockSampleRate(HackRFDevice*, uint, uint)

```
public static extern HackrfError SetClockSampleRate(HackRFDevice* device, uint freq_hz,  
uint divider)
```

Parameters

device [HackRFDevice*](#)

freq_hz [uint](#)

divider [uint](#)

Returns

[HackrfError](#)

SetFrequency(HackRFDevice*, ulong)

Set the center frequency.

Simple(auto) tuning via specifying a center frequency in Hz.

This setting is not exact and depends on the PLL settings. Exact resolution is not determined, but the actual tuned frequency will be queryable in the future.

```
public static extern HackrfError SetFrequency(HackRFDevice* device, ulong freq_hz)
```

Parameters

device [HackRFDevice*](#)

Device to tune.

freq_hz [ulong](#)

freq_hz center frequency in Hz. Defaults to 900MHz. Should be in range 1-6000MHz, but 0-7250MHz is possible. The resolution is ~50Hz, I could not find the exact number.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetFrequency(HackRFDevice*, ulong, ulong, RfPathFilter)

Set the center frequency via explicit tuning.

Center frequency is set to $f_{center} = f_{IF} k \cdot f_{LO}$ where $k \in \{-1; 0; 1\}$, depending on the value of [path](#). See the documentation of [RfPathFilter](#) for details.

```
public static extern HackrfError SetFrequency(HackRFDevice* device, ulong if_freq_hz, ulong lo_freq_hz, RfPathFilter path)
```

Parameters

[device](#) [HackRFDevice](#)*

Device to tune.

[if_freq_hz](#) [ulong](#) ↗

Tuning frequency of the MAX2837 transceiver IC in Hz. Must be in the range of 2150-2750MHz.

[lo_freq_hz](#) [ulong](#) ↗

Tuning frequency of the RFFC5072 mixer/synthesizer IC in Hz. Must be in the range 84.375-5400MHz, defaults to 1000MHz. No effect if [path](#) is set to [RF_PATH_FILTER_BYPASS](#).

[path](#) [RfPathFilter](#)

Filter path for mixer. See the documentation for [RfPathFilter](#) for details.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetLnaGain(HackRFDevice*, uint)

Set LNA gain.

Set the RF RX gain of the MAX2837 transceiver IC ("IF" gain setting) in decibels. Must be in range 0-40dB, with 8dB steps.

```
public static extern HackrfError SetLnaGain(HackRFDevice* device, uint value)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

value [uint](#)

RX IF gain value in dB.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetRxOverrunLimit(HackRFDevice*, uint)

Set receive overrun limit.

When this limit is set, after the specified number of samples (bytes, not whole IQ pairs) missing the device will automatically return to IDLE mode, thus stopping operation. Useful for handling cases like program/computer crashes or other problems. The default value 0 means no limit.

Requires USB API version 0x0106 or above!

```
public static extern HackrfError SetRxOverrunLimit(HackRFDevice* device, uint value)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

value [uint](#)

Number of samples to wait before auto-stopping.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetSampleRate(HackRFDevice*, double)

```
public static extern HackrfError SetSampleRate(HackRFDevice* device, double freq_hz)
```

Parameters

device [HackRFDevice](#)*

freq_hz [double](#)

Returns

[HackrfError](#)

SetTxBlockCompleteCallback(HackRFDevice*, HackRFTxBlockCompleteCallback)

Setup callback to be called when an USB transfer is completed.

This callback will be called whenever an USB transfer to the device is completed, regardless if it was successful or not (indicated by the second parameter).

```
public static extern HackrfError SetTxBlockCompleteCallback(HackRFDevice* device,  
HackRFTxBlockCompleteCallback callback)
```

Parameters

device [HackRFDevice](#)*

Device to configure.

callback [HackRFTxBlockCompleteCallback](#)

Callback to call when a transfer is completed.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetTxUnderrunLimit(HackRFDevice*, uint)

Set transmit underrun limit.

When this limit is set, after the specified number of samples (bytes, not whole IQ pairs) missing the device will automatically return to IDLE mode, thus stopping operation. Useful for handling cases like program/computer crashes or other problems. The default value 0 means no limit.

Requires USB API version 0x0106 or above!

```
public static extern HackrfError SetTxUnderrunLimit(HackRFDevice* device, uint value)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

value [uint](#)

Number of samples to wait before auto-stopping.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetTxVgaGain(HackRFDevice*, uint)

Set RF TX gain of the MAX2837 transceiver IC ("IF" or "VGA" gain setting) in decibels. Must be in range 0-47dB in 1dB steps.

```
public static extern HackrfError SetTxVgaGain(HackRFDevice* device, uint value)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

value [uint](#)

TX IF gain value in dB.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

SetVgaGain(HackRFDevice*, uint)

Set baseband RX gain of the MAX2837 transceiver IC ("BB" or "VGA" gain setting) in decibels. Must be in range 0-62dB with 2dB steps.

```
public static extern HackrfError SetVgaGain(HackRFDevice* device, uint value)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

value [uint](#)

RX BB gain value in dB.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

StartRx(HackRFDevice*, HackRFSampleBlockCallback, void*)

Start receiving.

Should be called after setting gains, frequency and sampling rate, as these values won't get reset but instead keep their last value, thus their state is unknown.

The callback is called with a [HackrfTransfer](#) object whenever the buffer is full. The callback is called in an async context so no libhackrf functions should be called from it. The callback should treat its argument as read-only.

```
public static extern HackrfError StartRx(HackRFDevice* device, HackRFSampleBlockCallback  
callback, void* rx_ctx)
```

Parameters

device [HackRFDevice](#)*

Device to configure.

callback [HackRFSampleBlockCallback](#)

Rx_callback.

rx_ctx [void](#)*[↗]

User provided RX context. Not used by the library, but available to **callback** as [rx_ctx](#).

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

StartRxSweep(HackRFDevice*, HackRFSampleBlockCallback, void*)

Start RX sweep.

See [InitSweep\(HackRFDevice*, ushort*, int, uint, uint, uint, SweepStyle\)](#) for more info.

Requires USB API version 0x0104 or above!

```
public static extern HackrfError StartRxSweep(HackRFDevice* device,  
HackRFSampleBlockCallback callback, void* rx_ctx)
```

Parameters

device [HackRFDevice*](#)

Device to start sweeping.

callback [HackRFSampleBlockCallback](#)

Rx callback processing the received data.

rx_ctx [void](#)*

User provided RX context. Not used by the library, but available to **callback** as [rx_ctx](#).

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

StartTx(HackRFDevice*, HackRFSampleBlockCallback, void*)

Start transmitting (TX).

⚠ Warning: Transmitting radio signals may be subject to national and international regulations. Use of this function without the appropriate license or authorization may violate FCC regulations (or equivalent regulatory authorities in your region) and could result in legal penalties.

```
public static extern HackrfError StartTx(HackRFDevice* device, HackRFSampleBlockCallback  
callback, void* tx_ctx)
```

Parameters

device [HackRFDevice*](#)

Device to configure.

callback [HackRFSampleBlockCallback](#)

Tx_callback.

tx_ctx [void](#)*

User provided TX context. Not used by the library, but available to **callback** as [tx_ctx](#).

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

StopRx(HackRFDevice*)

Stop receiving.

```
public static extern HackrfError StopRx(HackRFDevice* device)
```

Parameters

device [HackRFDevice](#)*

device to stop RX on.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

StopTx(HackRFDevice*)

Stop transmission.

```
public static extern HackrfError StopTx(HackRFDevice* device)
```

Parameters

device [HackRFDevice](#)*

Device to stop TX on.

Returns

[HackrfError](#)

[HACKRF_SUCCESS](#) on success or [HackrfError](#) variant.

Class HackRfNativeLib.Devices

Namespace: [HackRFDotnet.NativeApi.Lib](#)

Assembly: HackRFDotnet.dll

```
public static class HackRfNativeLib.Devices
```

Inheritance

[object](#) ← HackRfNativeLib.Devices

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

CloseDevice(HackRFDevice*)

Close a previously opened device

```
public static extern int CloseDevice(HackRFDevice* device)
```

Parameters

device [HackRFDevice](#)*

Returns

[int](#)

DeviceListFree(HackRFDeviceList*)

Free a previously allocated @ref hackrf_device_list list.

```
public static extern void DeviceListFree(HackRFDeviceList* list)
```

Parameters

`list HackRFDeviceList*`

DeviceListOpen(HackRFDeviceList*, int, HackRFDevice**)

Open a @ref hackrf_device from a device list

```
public static extern int DeviceListOpen(HackRFDeviceList* list, int idx,  
HackRFDevice** device)
```

Parameters

`list HackRFDeviceList*`

`idx int`

`device HackRFDevice**`

Returns

`int`

OpenDevice(HackRFDevice**)

Open first available HackRF device

```
public static extern int OpenDevice(HackRFDevice** device)
```

Parameters

`device HackRFDevice**`

Returns

`int`

OpenDeviceBySerial(string, HackRFDevice**)

Open HackRF device by serial number

```
public static extern int OpenDeviceBySerial(string desired_serial_number,  
HackRFDevice** device)
```

Parameters

`desired_serial_number` [string](#)

`device` [HackRFDevice](#)**

Returns

[int](#)

QueryDeviceList()

List connected HackRF devices

```
public static extern HackRFDeviceList* QueryDeviceList()
```

Returns

[HackRFDeviceList](#)*

ResetDevice(HackRFDevice*)

Reset HackRF device

```
public static extern int ResetDevice(HackRFDevice* device)
```

Parameters

`device` [HackRFDevice](#)*

Returns

[int](#)

SetDeviceLeds(HackRFDevice*, byte)

Turn on or off (override) the LEDs of the HackRF device This function can turn on or off the LEDs of the device. There are 3 controllable LEDs on the HackRF one: USB, RX and TX. On the Rad1o, there are 4 LEDs. Each LED can be set individually, but the setting might get overridden by other functions.

The LEDs can be set via specifying them as bits of a 8 bit number @p state, bit 0 representing the first (USB on the HackRF One) and bit 3 or 4 representing the last LED. The upper 4 or 5 bits are unused. For example, binary value 0bxxxxx101 turns on the USB and TX LEDs on the HackRF One.

```
public static extern int SetDeviceLeds(HackRFDevice* device, byte state)
```

Parameters

device [HackRFDevice](#)*

state [byte](#)

Returns

[int](#)

SetDeviceUiEnabled(HackRFDevice*, byte)

Enable / disable UI display (RAD1O, PortaPack, etc.) Enable or disable the display on display-enabled devices (Rad1o, PortaPack)

```
public static extern int SetDeviceUiEnabled(HackRFDevice* device, byte value)
```

Parameters

device [HackRFDevice](#)*

value [byte](#)

Returns

[int ↗](#)

Class HackRfNativeLib.Firmware

Namespace: [HackRFDotnet.NativeApi.Lib](#)

Assembly: HackRFDotnet.dll

```
public static class HackRfNativeLib.Firmware
```

Inheritance

[object](#) ← HackRfNativeLib.Firmware

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

BoardIdName(HackrfBoardId)

Convert @ref hackrf_board_id into human-readable string

```
public static extern sbyte* BoardIdName(HackrfBoardId board_id)
```

Parameters

board_id [HackrfBoardId](#)

Returns

[sbyte](#)*

BoardRevName(HackrfBoardRev)

Convert board revision name

```
public static extern nint BoardRevName(HackrfBoardRev board_rev)
```

Parameters

`board_rev` [HackrfBoardRev](#)

Returns

[int](#)

ClearSpiflashStatus(HackRFDevice*)

Clear the status registers of the W25Q80BV SPI flash chip See the datasheet for details of the status registers.

```
public static extern int ClearSpiflashStatus(HackRFDevice* device)
```

Parameters

`device` [HackRFDevice](#)*

Returns

[int](#)

EraseSpiflash(HackRFDevice*)

Erase firmware image on the SPI flash Should be followed by writing a new image, or the HackRF will be soft-bricked (still rescuable in DFU mode)

```
public static extern int EraseSpiflash(HackRFDevice* device)
```

Parameters

`device` [HackRFDevice](#)*

Returns

[int](#)

GetClkinStatus(HackRFDevice*, byte*)

Get CLKIN status Check if an external clock signal is detected on the CLKIN port.

```
public static extern int GetClkinStatus(HackRFDevice* device, byte* status)
```

Parameters

device [HackRFDevice](#)*

status [byte](#)*

Returns

[int](#)

GetMcuState(HackRFDevice*, HackRFM0State*)

Get the state of the M0 code on the LPC43xx MCU

```
public static extern int GetMcuState(HackRFDevice* device, HackRFM0State* value)
```

Parameters

device [HackRFDevice](#)*

value [HackRFM0State](#)*

Returns

[int](#)

LookupBoardIdPlatform(HackrfBoardId)

Lookup platform ID (HACKRF_PLATFORM_xxx) from board id (@ref hackrf_board_id)

```
public static extern uint LookupBoardIdPlatform(HackrfBoardId board_id)
```

Parameters

`board_id` [HackrfBoardId](#)

Returns

[uint](#)

ReadBoardId(HackRFDevice*, byte*)

Read @ref hackrf_board_id from a device The result can be converted into a human-readable string via @ref hackrf_board_id_name

```
public static extern int ReadBoardId(HackRFDevice* device, byte* value)
```

Parameters

`device` [HackRFDevice](#)*

`value` [byte](#)*

Returns

[int](#)

ReadBoardPartIdSerialNo(HackRFDevice*, ReadPartidSerialNo*)

Read board part ID and serial number Read MCU part id and serial number. See the documentation of the MCU for details!

```
public static extern int ReadBoardPartIdSerialNo(HackRFDevice* device,
ReadPartidSerialNo* read_partid_serialno)
```

Parameters

`device` [HackRFDevice](#)*

`read_partid_serialno` [ReadPartidSerialNo](#)*

Returns

[int↗](#)

ReadBoardRev(HackRFDevice*, byte*)

Read board revision of device

```
public static extern int ReadBoardRev(HackRFDevice* device, byte* value)
```

Parameters

device [HackRFDevice*](#)

value [byte↗*](#)

Returns

[int↗](#)

ReadMax2837(HackRFDevice*, byte, ushort*)

Directly read the registers of the MAX2837 transceiver IC, Intended for debugging purposes only!

```
public static extern int ReadMax2837(HackRFDevice* device, byte register_number,  
ushort* value)
```

Parameters

device [HackRFDevice*](#)

register_number [byte↗](#)

value [ushort↗*](#)

Returns

[int↗](#)

ReadRffc5071(HackRFDevice*, byte, ushort*)

Directly read the registers of the RFFC5071/5072 mixer-synthesizer IC Intended for debugging purposes only!

```
public static extern int ReadRffc5071(HackRFDevice* device, byte register_number,  
ushort* value)
```

Parameters

device [HackRFDevice*](#)

register_number [byte](#)

value [ushort](#)*

Returns

[int](#)

ReadSi5351c(HackRFDevice*, ushort, ushort*)

Directly read the registers of the Si5351C clock generator IC Intended for debugging purposes only!

```
public static extern int ReadSi5351c(HackRFDevice* device, ushort register_number,  
ushort* value)
```

Parameters

device [HackRFDevice*](#)

register_number [ushort](#)

value [ushort](#)*

Returns

[int](#)

ReadSpiflash(HackRFDevice*, uint, ushort, byte*)

Read firmware image on the SPI flash Should only be used for firmware verification.

```
public static extern int ReadSpiflash(HackRFDevice* device, uint address, ushort length,  
byte* data)
```

Parameters

device [HackRFDevice*](#)

address [uint](#)*

length [ushort](#)*

data [byte](#)*

Returns

[int](#)

ReadSupportedPlatform(HackRFDevice*, uint*)

Read supported platform of device Returns a combination of @ref HACKRF_PLATFORM_JAWBREAKER | @ref HACKRF_PLATFORM_HACKRF1_OG | @ref HACKRF_PLATFORM_RAD10 | @ref HACKRF_PLATFORM_HACKRF1_R9

```
public static extern int ReadSupportedPlatform(HackRFDevice* device, uint* value)
```

Parameters

device [HackRFDevice*](#)

value [uint](#)*

Returns

[int](#)

ReadUsbApiVersion(HackRFDevice*, ushort*)

Read version as MM.mm 16-bit value, where MM is the major and mm is the minor version, encoded as the hex digits of the 16-bit number.

```
public static extern int ReadUsbApiVersion(HackRFDevice* device, ushort* version)
```

Parameters

device [HackRFDevice*](#)

version [ushort](#)*

Returns

[int](#)

ReadVersion(HackRFDevice*, byte*, byte)

Read HackRF firmware version as a string

```
public static extern int ReadVersion(HackRFDevice* device, byte* version, byte length)
```

Parameters

device [HackRFDevice*](#)

version [byte](#)*

length [byte](#)

Returns

[int](#)

SetClkoutEnable(HackRFDevice*, byte)

Enable / disable CLKOUT

```
public static extern int SetClkoutEnable(HackRFDevice* device, byte value)
```

Parameters

device [HackRFDevice*](#)

value [byte](#)

Returns

[int](#)

SetHardwareSyncMode(HackRFDevice*, byte)

Set hardware sync mode (hardware triggering) See the documentation on hardware triggering for details

```
public static extern int SetHardwareSyncMode(HackRFDevice* device, byte value)
```

Parameters

device [HackRFDevice*](#)

value [byte](#)

Returns

[int](#)

SpiflashStatus(HackRFDevice*, byte*)

Read the status registers of the W25Q80BV SPI flash chip See the datasheet for details of the status registers. The two registers are read in order.

```
public static extern int SpiflashStatus(HackRFDevice* device, byte* data)
```

Parameters

`device HackRFDevice*`

`data byte*`

Returns

`int`

UsbBoardIdName(HackrfUsbBoardId)

Convert @ref hackrf_usb_board_id into human-readable string.

```
public static extern sbyte* UsbBoardIdName(HackrfUsbBoardId usb_board_id)
```

Parameters

`usb_board_id HackrfUsbBoardId`

Returns

`sbyte*`

WriteCpld(HackRFDevice*, byte*, uint)

Write configuration bitstream into the XC2C64A-7VQ100C CPLD device will need to be reset after
`hackrf_cpld_write`

```
public static extern int WriteCpld(HackRFDevice* device, byte* data, uint total_length)
```

Parameters

`device HackRFDevice*`

`data byte*`

`total_length uint`

Returns

[int](#)

WriteRffc5071(HackRFDevice*, byte, ushort)

Directly write the registers of the RFFC5071/5072 mixer-synthesizer IC Intended for debugging purposes only!

```
public static extern int WriteRffc5071(HackRFDevice* device, byte register_number,  
ushort value)
```

Parameters

device [HackRFDevice](#)*

register_number [byte](#)

value [ushort](#)

Returns

[int](#)

WriteSi5351c(HackRFDevice*, ushort, ushort)

Directly write the registers of the Si5351 clock generator IC Intended for debugging purposes only!

```
public static extern int WriteSi5351c(HackRFDevice* device, ushort register_number,  
ushort value)
```

Parameters

device [HackRFDevice](#)*

register_number [ushort](#)

value [ushort](#)

Returns

[int](#)

WriteSpiflash(HackRFDevice*, uint, ushort, byte*)

Write firmware image on the SPI flash Should only be used for firmware updating. Can brick the device, but it's still rescuable in DFU mode.

```
public static extern int WriteSpiflash(HackRFDevice* device, uint address, ushort length,  
byte* data)
```

Parameters

device [HackRFDevice](#)*

address [uint](#)

length [ushort](#)

data [byte](#)*

Returns

[int](#)

hackrf_max2837_write(HackRFDevice*, byte, ushort)

Directly write the registers of the MAX2837 transceiver IC Intended for debugging purposes only!

```
public static extern int hackrf_max2837_write(HackRFDevice* device, byte register_number,  
ushort value)
```

Parameters

device [HackRFDevice](#)*

register_number [byte](#)

value [ushort](#)

Returns

[int ↗](#)

Class HackRfNativeLib.Operacake

Namespace: [HackRFDotnet.NativeApi.Lib](#)

Assembly: HackRFDotnet.dll

```
public static class HackRfNativeLib.Operacake
```

Inheritance

[object](#) ← HackRfNativeLib.Operacake

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetOperacakeBoards(HackRFDevice*, byte*)

Query connected Opera Cake boards Returns a @ref HACKRF_OPERACAKE_MAX_BOARDS size array of addresses, with @ref HACKRF_OPERACAKE_ADDRESS_INVALID as a placeholder

```
public static extern int GetOperacakeBoards(HackRFDevice* device, byte* boards)
```

Parameters

device [HackRFDevice](#)*

boards [byte](#)*

Returns

[int](#)

GetOperacakeMode(HackRFDevice*, byte, OperacakeSwitching Mode*)

Query Opera Cake mode

```
public static extern int GetOperacakeMode(HackRFDevice* device, byte address,  
OperacakeSwitchingMode* mode)
```

Parameters

device [HackRFDevice](#)*

address [byte](#)

mode [OperacakeSwitchingMode](#)*

Returns

[int](#)

OperacakeGpioTest(HackRFDevice*, byte, ushort*)

Perform GPIO test on an Opera Cake addon board Value 0xFFFF means "GPIO mode disabled", and hackrf_operacake advises to remove additional add-on boards and retry. Value 0 means all tests passed. In any other values, a 1 bit signals an error. Bits are grouped in groups of 3. Encoding: 0 - u1ctrl - u3ctrl0 - u3ctrl1 - u2ctrl0 - u2ctrl1

```
public static extern int OperacakeGpioTest(HackRFDevice* device, byte address,  
ushort* test_result)
```

Parameters

device [HackRFDevice](#)*

address [byte](#)

test_result [ushort](#)*

Returns

[int](#)

SetOperacakeDwellTimes(HackRFDevice*, HackRFOperacakeDwellTime*, byte)

Setup Opera Cake dwell times in @ref OPERACAKE_MODE_TIME mode operation Should be called after @ref hackrf_set_operacake_mode **Note:** this configuration applies to all Opera Cake boards in @ref OPERACAKE_MODE_TIME mode

```
public static extern int SetOperacakeDwellTimes(HackRFDevice* device,  
HackRFOperacakeDwellTime* dwell_times, byte count)
```

Parameters

device [HackRFDevice](#)*

dwell_times [HackRFOperacakeDwellTime](#)*

count [byte](#)

Returns

[int](#)

SetOperacakeFrequencyRanges(HackRFDevice*, HackRFOperacakeFreqRange*, byte)

Setup Opera Cake frequency ranges in @ref OPERACAKE_MODE_FREQUENCY mode operation Should be called after @ref hackrf_set_operacake_mode **Note:** this configuration applies to all Opera Cake boards in @ref OPERACAKE_MODE_FREQUENCY mode

```
public static extern int SetOperacakeFrequencyRanges(HackRFDevice* device,  
HackRFOperacakeFreqRange* freq_ranges, byte count)
```

Parameters

device [HackRFDevice](#)*

freq_ranges [HackRFOperacakeFreqRange](#)*

count [byte](#)

Returns

[int](#)

SetOperacakeMode(HackRFDevice*, byte, OperacakeSwitching Mode)

Setup Opera Cake operation mode

```
public static extern int SetOperacakeMode(HackRFDevice* device, byte address,  
OperacakeSwitchingMode mode)
```

Parameters

device [HackRFDevice](#)*

address [byte](#)

mode [OperacakeSwitchingMode](#)

Returns

[int](#)

SetOperacakePorts(HackRFDevice*, byte, byte, byte)

Setup Opera Cake ports in @ref OPERACAKE_MODE_MANUAL mode operation Should be called after @ref hackrf_set_operacake_mode. A0 and B0 must be connected to opposite sides (A->A and B->B or A->B and B->A but not A->A and B->A or A->B and B->B)

```
public static extern int SetOperacakePorts(HackRFDevice* device, byte address, byte port_a,  
byte port_b)
```

Parameters

device [HackRFDevice](#)*

address [byte](#)

`port_a` `byte`

`port_b` `byte`

Returns

`int`

SetOperacakeRanges(HackRFDevice*, byte*, byte)

Setup Opera Cake frequency ranges in @ref OPERACAKE_MODE_FREQUENCY mode operation Old function to set ranges with. Use @ref hackrf_set_operacake_freq_ranges instead! **Note:** this configuration applies to all Opera Cake boards in @ref OPERACAKE_MODE_FREQUENCY mode

```
[Obsolete("Use hackrf_set_operacake_freq_ranges instead.")]
public static extern int SetOperacakeRanges(HackRFDevice* device, byte* ranges,
byte num_ranges)
```

Parameters

`device` [HackRFDevice*](#)

`ranges` `byte`*

`num_ranges` `byte`

Returns

`int`

Namespace HackRFDotnet.NativeApi.Structs

Structs

[HackRFBiasTUserSettingReq](#)

[HackRFBoolUserSetting](#)

[HackrfTransfer](#)

USB transfer information passed to RX or TX callback. A callback should treat all these fields as read-only except that a TX callback should write to the data buffer and may write to [valid_length](#) to indicate that a smaller number of bytes is to be transmitted.

Delegates

[HackRFFlushCallback](#)

[HackRFSampleBlockCallback](#)

[HackRFTxBlockCompleteCallback](#)

Struct HackRFBiasTUserSettingReq

Namespace: [HackRFDotnet.NativeApi.Structs](#)

Assembly: HackRFDotnet.dll

```
public struct HackRFBiasTUserSettingReq
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

off

```
public HackRFBoolUserSetting off
```

Field Value

[HackRFBoolUserSetting](#)

rx

```
public HackRFBoolUserSetting rx
```

Field Value

[HackRFBoolUserSetting](#)

tx

```
public HackRFBoolUserSetting tx
```

Field Value

[HackRFBoolUserSetting](#)

Struct HackRFBoolUserSetting

Namespace: [HackRFDotnet.NativeApi.Structs](#)

Assembly: HackRFDotnet.dll

```
public struct HackRFBoolUserSetting
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

change_on_mode_entry

Change value on mode entry

```
public bool change_on_mode_entry
```

Field Value

[bool](#)

do_update

If true, update default values

```
public bool do_update
```

Field Value

[bool](#)

enabled

Enabled

```
public bool enabled
```

Field Value

[bool](#) ↗

Delegate HackRFFlushCallback

Namespace: [HackRFDotnet.NativeApi.Structs](#)

Assembly: HackRFDotnet.dll

```
public delegate void HackRFFlushCallback(nint flush_ctx, int status)
```

Parameters

flush_ctx [nint](#)

status [int](#)

Delegate HackRFSampleBlockCallback

Namespace: [HackRFDotnet.NativeApi.Structs](#)

Assembly: HackRFDotnet.dll

```
public delegate int HackRFSampleBlockCallback(HackrfTransfer* transfer)
```

Parameters

transfer [HackrfTransfer*](#)

Returns

[int](#)

Delegate HackRFTxBlockCompleteCallback

Namespace: [HackRFDotnet.NativeApi.Structs](#)

Assembly: HackRFDotnet.dll

```
public delegate void HackRFTxBlockCompleteCallback(HackrfTransfer* transfer, int status)
```

Parameters

transfer [HackrfTransfer](#)*

status [int](#)

Struct HackrfTransfer

Namespace: [HackRFDotnet.NativeApi.Structs](#)

Assembly: HackRFDotnet.dll

USB transfer information passed to RX or TX callback. A callback should treat all these fields as read-only except that a TX callback should write to the data buffer and may write to [valid_length](#) to indicate that a smaller number of bytes is to be transmitted.

```
public struct HackrfTransfer
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

buffer

Transfer data buffer (interleaved 8 bit I/Q samples).

```
public byte* buffer
```

Field Value

[byte](#)*

buffer_length

Length of data buffer in bytes.

```
public int buffer_length
```

Field Value

[int](#)

device

HackRF USB device for this transfer.

```
public HackRFDevice* device
```

Field Value

[HackRFDevice*](#)

rx_ctx

User provided RX context. Not used by the library, but available to transfer callbacks for use. Set along with the transfer callback using [StartRx\(HackRFDevice*, HackRFSampleBlockCallback, void*\)](#) or [StartRxSweep\(HackRFDevice*, HackRFSampleBlockCallback, void*\)](#).

```
public void* rx_ctx
```

Field Value

[void](#)[↗]*

tx_ctx

User provided TX context. Not used by the library, but available to transfer callbacks for use. Set along with the transfer callback using [StartRx\(HackRFDevice*, HackRFSampleBlockCallback, void*\)](#).

```
public void* tx_ctx
```

Field Value

[void](#)[↗]*

valid_length

Number of buffer bytes that were transferred.

```
public int valid_length
```

Field Value

[int](#) ↗

Namespace HackRFDotnet.NativeApi.Structs.Devices

Structs

[HackRFDevice](#)

[HackRFDeviceList](#)

[HackRFOperacakeDwellTime](#)

[HackRFOperacakeFreqRange](#)

Struct HackRFDevice

Namespace: [HackRFDotnet.NativeApi.Structs.Devices](#)

Assembly: HackRFDotnet.dll

```
public struct HackRFDevice
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Struct HackRFDeviceList

Namespace: [HackRFDotnet.NativeApi.Structs.Devices](#)

Assembly: HackRFDotnet.dll

```
public struct HackRFDeviceList
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

devicecount

Number of connected HackRF devices.

```
public int devicecount
```

Field Value

[int](#)

serial_numbers

Array of human-readable serial numbers. Each entry can be NULL.

```
public char** serial_numbers
```

Field Value

[char](#)**

usb_board_ids

ID of each board, based on USB product ID.

```
public HackrfUsbBoardId* usb_board_ids
```

Field Value

[HackrfUsbBoardId*](#)

usb_device_index

USB device index for each HW entry.

```
public int* usb_device_index
```

Field Value

[int↗*](#)

usb_devicecount

Number of all queried USB devices.

```
public int usb_devicecount
```

Field Value

[int↗](#)

usb_devices

All USB devices (as libusb_device** array).

```
public void** usb_devices
```

Field Value

void ↴ **

Struct HackRFOperacakeDwellTime

Namespace: [HackRFDotnet.NativeApi.Structs.Devices](#)

Assembly: HackRFDotnet.dll

```
public struct HackRFOperacakeDwellTime
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

dwell

Dwell time for port (in number of samples)

```
public uint dwell
```

Field Value

[uint](#)

port

Port to connect A0 to (B0 mirrors this choice) Must be one of operacake_ports

```
public byte port
```

Field Value

[byte](#)

Struct HackRFOperacakeFreqRange

Namespace: [HackRFDotnet.NativeApi.Structs.Devices](#)

Assembly: HackRFDotnet.dll

```
public struct HackRFOperacakeFreqRange
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

freq_max

Stop frequency (in MHz)

```
public ushort freq_max
```

Field Value

[ushort](#)

freq_min

Start frequency (in MHz)

```
public ushort freq_min
```

Field Value

[ushort](#)

port

Port (A0) to use for that frequency range. Port B0 mirrors this. Must be one of operacake_ports

```
public byte port
```

Field Value

[byte](#) ↗

Namespace HackRFDotnet.NativeApi.Structs. System

Structs

[HackRFM0State](#)

[ReadPartidSerialNo](#)

Struct HackRFM0State

Namespace: [HackRFDotnet.NativeApi.Structs.System](#)

Assembly: HackRFDotnet.dll

```
public struct HackRFM0State
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

active_mode

Active mode. Same values as requested_mode

```
public uint active_mode
```

Field Value

[uint](#)

error

Error that caused M0 to revert to IDLE. 0(NONE), 1(RX_TIMEOUT), 2(TX_TIMEOUT), 3(MISSED_DEADLINE)

```
public int error
```

Field Value

[uint](#)

longest_shortfall

Longest shortfall in bytes

```
public uint longest_shortfall
```

Field Value

[uint](#)

m0_count

Number of bytes transferred by the M0

```
public uint m0_count
```

Field Value

[uint](#)

m4_count

Number of bytes transferred by the M4

```
public uint m4_count
```

Field Value

[uint](#)

next_mode

Mode which will be switched to when threshold is reached

```
public uint next_mode
```

Field Value

[uint](#)

num_shortfalls

Number of shortfalls

```
public uint num_shortfalls
```

Field Value

[uint](#)

request_flag

Request flag. 0 = completed, others = pending

```
public ushort request_flag
```

Field Value

[ushort](#)

requested_mode

Requested mode. Possible values: 0(IDLE), 1(WAIT), 2(RX), 3(TX_START), 4(TX_RUN)

```
public ushort requested_mode
```

Field Value

[ushort](#)

shortfall_limit

Shortfall limit in bytes

```
public uint shortfall_limit
```

Field Value

[uint](#) ↗

threshold

Threshold m0_count value (in bytes) for next mode change

```
public uint threshold
```

Field Value

[uint](#) ↗

Struct ReadPartidSerialNo

Namespace: [HackRFDotnet.NativeApi.Structs.System](#)

Assembly: HackRFDotnet.dll

```
public struct ReadPartidSerialNo
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

part_id

```
public uint* part_id
```

Field Value

[uint](#)*

serial_no

```
public uint* serial_no
```

Field Value

[uint](#)*