

Namespace HackRFDotnet.Api

Namespaces

[HackRFDotnet.Api.Extensions](#)

[HackRFDotnet.Api.Interfaces](#)

[HackRFDotnet.Api.Services](#)

[HackRFDotnet.Api.SignalProcessing](#)

[HackRFDotnet.Api.Streams](#)

[HackRFDotnet.Api.Utilities](#)

Classes

[DigitalRadioDevice](#)

Radio Device to receive IQ Samples with.

Structs

[Bandwidth](#)

Bandwidth of a signal sample.

[Frequency](#)

Frequency of a signal.

[Hertz](#)

Number of oscillations per second.

[SampleRate](#)

Class DigitalRadioDevice

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

Radio Device to receive IQ Samples with.

```
public class DigitalRadioDevice : IDigitalRadioDevice, IDisposable
```

Inheritance

[object](#) ← [DigitalRadioDevice](#)

Implements

[IDigitalRadioDevice](#), [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

Current capture bandwidth.

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

Property Value

[Bandwidth](#)

DeviceSamplingRate

Current capture sample rate.

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

Property Value

[SampleRate](#)

DeviceStream

The immutable stream running on this device.

```
public IIQStream? DeviceStream { get; }
```

Property Value

[IIQStream?](#)

Frequency

Current frequency tuned to.

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

Property Value

[Frequency](#)

IsConnected

Is the device connected to the usb host in the native library?

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

Property Value

[bool](#)

Methods

Dispose()

Dispose the Rf Device from the library.

```
public void Dispose()
```

SetAmplifications(uint, uint, bool)

Set the Lna, Vga, and Internal amp settings for the Rf Device.

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

Parameters

lna [uint](#)

vga [uint](#)

internalAmp [bool](#)

SetFrequency(Frequency, Bandwidth)

Set the tuning frequency and bandwidth for the Rf Device.

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

Parameters

radioFrequency [Frequency](#)

bandwidth [Bandwidth](#)

Returns

[bool](#)

SetSampleRate(SampleRate)

Set the sample rate for the radio device to capture data at. This will also set the baseband filter the smallest filter that fits the sample rate's Nyquist frequency cutoff.

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

Parameters

sampleRate [SampleRate](#)

StartRx(HackRFSampleBlockCallback)

Start receiving data from the RfDevice.

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

Parameters

rxCallback [HackRFSampleBlockCallback](#)

Returns

[bool](#) ↗

Exceptions

[NullCallbackException](#)

StopRx()

Stop receiving data from the Rf Device.

```
public bool StopRx()
```

Returns

[bool](#) ↗

Struct Bandwidth

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

Bandwidth of a signal sample.

```
public readonly record struct Bandwidth : IEquatable<Bandwidth>
```

Implements

[IEquatable<Bandwidth>](#)

Inherited Members

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

Constructors

Bandwidth(long)

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

Parameters

hz [long](#)

Bandwidth(Hertz)

```
public Bandwidth(Hertz hertz)
```

Parameters

hertz [Hertz](#)

Fields

AmChannel

```
public static readonly Bandwidth AmChannel
```

Field Value

[Bandwidth](#)

FmChannel

```
public static readonly Bandwidth FmChannel
```

Field Value

[Bandwidth](#)

WideFmChannel

```
public static readonly Bandwidth WideFmChannel
```

Field Value

[Bandwidth](#)

Properties

Hz

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

Property Value

[long ↗](#)

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(Hertz)

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

Parameters

[hz Hertz](#)

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, double)

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

Parameters

a [Bandwidth](#)

b [double](#) ↗

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](#)

implicit operator Frequency(Bandwidth)

```
public static implicit operator Frequency(Bandwidth b)
```

Parameters

b [Bandwidth](#)

Returns

[Frequency](#)

implicit operator Hertz(Bandwidth)

```
public static implicit operator Hertz(Bandwidth b)
```

Parameters

b [Bandwidth](#)

Returns

[Hertz](#)

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, int)

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

Parameters

a [Bandwidth](#)

b [int](#)

Returns

[Bandwidth](#)

operator *(Bandwidth, double)

```
public static Bandwidth operator *(Bandwidth a, double b)
```

Parameters

a [Bandwidth](#)

b [double](#)

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](#)

Struct Frequency

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

Frequency of a signal.

```
public readonly record struct Frequency : IEquatable<Frequency>
```

Implements

[IEquatable<Frequency>](#)

Inherited Members

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

Constructors

Frequency(long)

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

Parameters

hz [long](#)

Frequency(Hertz)

```
public Frequency(Hertz hertz)
```

Parameters

hertz [Hertz](#)

Properties

Hz

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

Property Value

[long](#)

Methods

FromGHz(double)

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

Parameters

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

Returns

[Frequency](#)

FromHz(Hertz)

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

Parameters

[hz](#) [Hertz](#)

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, double)

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

Parameters

a [Frequency](#)

b [double](#)

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](#)

implicit operator Bandwidth(Frequency)

```
public static implicit operator Bandwidth(Frequency f)
```

Parameters

f [Frequency](#)

Returns

[Bandwidth](#)

implicit operator Hertz(Frequency)

```
public static implicit operator Hertz(Frequency f)
```

Parameters

f [Frequency](#)

Returns

[Hertz](#)

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, int)

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

Parameters

a [Frequency](#)

b [int](#) ↗

Returns

[Frequency](#)

operator *(Frequency, double)

```
public static Frequency operator *(Frequency a, double b)
```

Parameters

a [Frequency](#)

b [double](#)

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](#)

Struct Hertz

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

Number of oscillations per second.

```
public readonly record struct Hertz : IEquatable<Hertz>
```

Implements

[IEquatable<Hertz>](#)

Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[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; }
```

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

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

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, double)

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

Parameters

a [Hertz](#)

b [double](#) ↗

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 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, double)

```
public static Hertz operator *(Hertz a, double b)
```

Parameters

a [Hertz](#)

b [double](#)

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](#)

Struct SampleRate

Namespace: [HackRFDotnet.Api](#)

Assembly: HackRFDotnet.dll

```
public record struct SampleRate : IEquatable<SampleRate>
```

Implements

[IEquatable<SampleRate>](#)

Inherited Members

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

Constructors

SampleRate(long)

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

Parameters

sps [long](#)

SampleRate(Hertz)

```
public SampleRate(Hertz hertz)
```

Parameters

hertz [Hertz](#)

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](#)

FromSps(long)

```
public static SampleRate FromSps(long hz)
```

Parameters

hz [long](#)

Returns

[SampleRate](#)

ToString()

Returns the fully qualified type name of this instance.

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

Returns

[string](#)

The fully qualified type name.

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, double)

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

Parameters

a [SampleRate](#)

b [double](#) ↗

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](#) ↗

implicit operator Hertz(SampleRate)

```
public static implicit operator Hertz(SampleRate s)
```

Parameters

s [SampleRate](#)

Returns

[Hertz](#)

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, int)

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

Parameters

a [SampleRate](#)

b [int](#) ↗

Returns

[SampleRate](#)

operator *(SampleRate, double)

```
public static SampleRate operator *(SampleRate a, double b)
```

Parameters

a [SampleRate](#)

b [double](#) ↗

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

[HostBuilderExtensions](#)

[RfDeviceExtensions](#)

Class HostBuilderExtensions

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

Assembly: HackRFDotnet.dll

```
public static class HostBuilderExtensions
```

Inheritance

[object](#) ← [HostBuilderExtensions](#)

Inherited Members

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

Methods

AddHackRfDotnetServices(IServiceCollection)

Add default services from HackRfDotnet's service library.

```
public static IServiceCollection AddHackRfDotnetServices(this  
IServiceCollection serviceDescriptors)
```

Parameters

[serviceDescriptors](#) [IServiceCollection](#)

Returns

[IServiceCollection](#)

UseFirstRadioDevice(HostBuilder, SampleRate)

Will automatically open the first device, create a stream, and add the instances as singletons to the DI host.

```
public static HostBuilder UseFirstRadioDevice(this HostBuilder hostBuilder,  
SampleRate sampleRate)
```

Parameters

hostBuilder [HostBuilder](#)

sampleRate [SampleRate](#)

Returns

[HostBuilder](#)

Exceptions

[Exception](#)

UseRfDeviceController(HostBuilder)

You must open the IQDeviceStream manually for each device managed via the HackRFDotnet.Api.Services.RfDeviceService

```
public static HostBuilder UseRfDeviceController(this HostBuilder hostBuilder)
```

Parameters

hostBuilder [HostBuilder](#)

Returns

[HostBuilder](#)

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.Interfaces

Interfaces

[IDigitalRadioDevice](#)

[IRfDeviceService](#)

[ISignalInfoService](#)

Interface IDigitalRadioDevice

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

Assembly: HackRFDotnet.dll

```
public interface IDigitalRadioDevice
```

Properties

Bandwidth

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

Property Value

[Bandwidth](#)

DeviceSamplingRate

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

Property Value

[SampleRate](#)

DeviceStream

```
IIQStream? DeviceStream { get; }
```

Property Value

[IIQStream?](#)

Frequency

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

Property Value

[Frequency](#)

IsConnected

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

Property Value

[bool](#)

Methods

Dispose()

```
void Dispose()
```

SetAmplifications(uint, uint, bool)

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

Parameters

lna [uint](#)

vga [uint](#)

internalAmp [bool](#)

SetFrequency(Frequency, Bandwidth)

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

Parameters

radioFrequency [Frequency](#)

bandwidth [Bandwidth](#)

Returns

[bool](#)

SetSampleRate(SampleRate)

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

Parameters

sampleRate [SampleRate](#)

StartRx(HackRFSampleBlockCallback)

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

Parameters

rxCallback [HackRFSampleBlockCallback](#)

Returns

[bool](#)

StopRx()

```
bool StopRx()
```

Returns

bool ↗

Interface IRfDeviceService

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

Assembly: HackRFDotnet.dll

```
public interface IRfDeviceService
```

Methods

ConnectToFirstDevice()

```
DigitalRadioDevice? ConnectToFirstDevice()
```

Returns

[DigitalRadioDevice?](#)

FindDevices()

```
HackRFDeviceList FindDevices()
```

Returns

[HackRFDeviceList](#)

Interface ISignalInfoService

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

Assembly: HackRFDotnet.dll

```
public interface ISignalInfoService
```

Properties

AggregationTime

```
TimeSpan AggregationTime { get; set; }
```

Property Value

[TimeSpan](#)

AveragePower

```
double AveragePower { get; }
```

Property Value

[double](#)

DominantFrequency

```
double DominantFrequency { get; }
```

Property Value

[double](#)

MinPower

```
double MinPower { get; }
```

Property Value

[double](#) ↗

NoiseFloor

```
double NoiseFloor { get; }
```

Property Value

[double](#) ↗

PeakPower

```
double PeakPower { get; }
```

Property Value

[double](#) ↗

PowerVariance

```
double PowerVariance { get; }
```

Property Value

[double](#) ↗

RMS

```
double RMS { get; }
```

Property Value

[double](#) ↗

SignalToNoiseRatio

```
double SignalToNoiseRatio { get; }
```

Property Value

[double](#) ↗

Namespace HackRFDotnet.Api.Services

Classes

[AnaloguePlayer](#)

[RfDeviceService](#)

[SignalInfoService](#)

HackRFDotnet.Api.Services.SignalInfoService Will poll your device capture signal and track information about it's power and noise. You can access this types properties to get up to date signal information for the device's capture bandwidth.

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, SampleRate)

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

Parameters

centerOffset [Frequency](#)

bandwidth [Bandwidth](#)

audioRate [SampleRate](#)

Class RfDeviceService

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

Assembly: HackRFDotnet.dll

```
public class RfDeviceService : IRfDeviceService
```

Inheritance

[object](#) ← [RfDeviceService](#)

Implements

[IRfDeviceService](#)

Inherited Members

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

Constructors

RfDeviceService()

```
public RfDeviceService()
```

Fields

RfDevices

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

Field Value

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

Methods

ConnectToFirstDevice()

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

Returns

[DigitalRadioDevice?](#)

FindDevices()

```
public HackRFDeviceList FindDevices()
```

Returns

[HackRFDeviceList](#)

Class SignalInfoService

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

Assembly: HackRFDotnet.dll

HackRFDotnet.Api.Services.SignalInfoService Will poll your device capture signal and track information about it's power and noise. You can access this types properties to get up to date signal information for the device's capture bandwidth.

```
public class SignalInfoService : ISignalInfoService
```

Inheritance

[object](#) ← [SignalInfoService](#)

Implements

[ISignalInfoService](#)

Inherited Members

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

Constructors

SignalInfoService(IDigitalRadioDevice)

```
public SignalInfoService(IDigitalRadioDevice rfDeviceService)
```

Parameters

rfDeviceService [IDigitalRadioDevice](#)

Properties

AggregationTime

The amount of time over which signal metrics are aggregated to represent transient behavior.

```
public TimeSpan AggregationTime { get; set; }
```

Property Value

[TimeSpan](#)

AveragePower

The average power of the signal over the aggregation period.

```
public double AveragePower { get; }
```

Property Value

[double](#)

DominantFrequency

The frequency bin with the strongest signal, typically determined via an FFT of the signal buffer.

```
public double DominantFrequency { get; }
```

Property Value

[double](#)

MinPower

The minimum power observed in the signal over the aggregation period.

```
public double MinPower { get; }
```

Property Value

[double](#)

NoiseFloor

An estimate of the signal's noise floor, representing the background noise level.

```
public double NoiseFloor { get; }
```

Property Value

[double](#)

PeakPower

The highest instantaneous power seen in the signal buffer.

```
public double PeakPower { get; }
```

Property Value

[double](#)

PowerVariance

The variance of signal power over the aggregation period, representing signal fluctuations.

```
public double PowerVariance { get; }
```

Property Value

[double](#)

RMS

The root-mean-square (RMS) of the signal samples, commonly used to measure signal strength.

```
public double RMS { get; }
```

Property Value

[double](#) ↗

SignalToNoiseRatio

The signal-to-noise ratio (SNR) calculated over the aggregation period.

```
public double SignalToNoiseRatio { get; }
```

Property Value

[double](#) ↗

Namespace HackRFDotnet.Api.Signal Processing

Namespaces

[HackRFDotnet.Api.SignalProcessing.Effects](#)

[HackRFDotnet.Api.SignalProcessing.ErrorRate](#)

[HackRFDotnet.Api.SignalProcessing.FormatConverters](#)

[HackRFDotnet.Api.SignalProcessing.Interfaces](#)

Classes

[SignalProcessingPipeline<TInput>](#)

Effects chain processor.

Class SignalProcessingPipeline<TInput>

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

Assembly: HackRFDotnet.dll

Effects chain processor.

```
public class SignalProcessingPipeline<TInput> where TInput : struct
```

Type Parameters

TInput

Inheritance

[object](#) ← [SignalProcessingPipeline<TInput>](#)

Inherited Members

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

Methods

ApplyPipeline(Span<TInput>)

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

Parameters

signalTheta [Span](#)<TInput>

Returns

[int](#)

WithRootEffect<TOutput>(SignalEffect<TInput, TOutput>)

```
public SignalEffect<TInput, TOutput> WithRootEffect<TOutput>(SignalEffect<TInput, TOutput>  
rootEffect) where TOutput : struct
```

Parameters

rootEffect [SignalEffect](#)<TInput, TOutput>

Returns

[SignalEffect](#)<TInput, TOutput>

Type Parameters

TOutput

Namespace HackRFDotnet.Api.Signal Processing.Effects

Classes

[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 [Length % 2 == 0] Must be configured with a chunk size for caching a convert buffer.

[FrequencyCenteringEffect](#)

Shift the frequency by a HackRFDotnet.Api.Frequency offset. This only works for IQ samples, we can shift frequency without losing information.

[IQDownSampleEffect](#)

HackRFDotnet.Api.SignalProcessing.Effects.IQDownSampleEffect 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.

[LowPassFilterEffect](#)

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

[SignalEffect<TInput, TOutput>](#)

Signal effect base class.

[SquelchEffect](#)

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

Class FftEffect

Namespace: [HackRFDotnet.Api.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<IQ, IQ>, ISignalEffectInput<IQ>, IDisposable
```

Inheritance

[object](#) ← [SignalEffect<IQ, IQ>](#) ← [FftEffect](#)

Implements

[ISignalEffectInput<IQ>](#) , [IDisposable](#)

Inherited Members

[SignalEffect<IQ, IQ>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, IQ>.AddChildEffect<TFormat>\(SignalEffect<IQ, TFormat>\)](#) , [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

Dispose()

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

```
public void Dispose()
```

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Class FrequencyCenteringEffect

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

Assembly: HackRFDotnet.dll

Shift the frequency by a HackRFDotnet.Api.Frequency offset. This only works for IQ samples, we can shift frequency without losing information.

```
public class FrequencyCenteringEffect : SignalEffect<IQ, IQ>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, IQ>](#) ← [FrequencyCenteringEffect](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, IQ>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, IQ>.AddChildEffect<TFormat>\(SignalEffect<IQ, TFormat>\)](#) , [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

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Class IQDownSampleEffect

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

Assembly: HackRFDotnet.dll

HackRFDotnet.Api.SignalProcessing.Effects.IQDownSampleEffect 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 IQDownSampleEffect : SignalEffect<IQ, IQ>, ISignalEffectInput<IQ>, IDisposable
```

Inheritance

[object](#) ← [SignalEffect<IQ, IQ>](#) ← [IQDownSampleEffect](#)

Implements

[ISignalEffectInput<IQ>](#) , [IDisposable](#)

Inherited Members

[SignalEffect<IQ, IQ>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, IQ>.AddChildEffect<TFormat>\(SignalEffect<IQ, TFormat>\)](#) , [object.Equals\(object?\)](#) ,
[object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

IQDownSampleEffect(SampleRate, SampleRate, out SampleRate, out int)

Configure a signal down sampler. You should do this to reduce cpu time when processing your signal.

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

Parameters

`sampleRate` [SampleRate](#)

Sample rate of the incoming signal.

`reducedSampleRate` [SampleRate](#)

Desired reduced sample rate.

`newSampleRate` [SampleRate](#)

The closest possible sample rate achievable.

`producedChunkSize` [int](#)

The chunk size after down sampling.

IQDownSampleEffect(SampleRate, SampleRate, int, out SampleRate, out int)

Configure a signal down sampler. You should do this to reduce cpu time when processing your signal.

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

Parameters

`sampleRate` [SampleRate](#)

Sample rate of the incoming signal.

`reducedSampleRate` [SampleRate](#)

Desired reduced sample rate.

`processingSize` [int](#)

The input chunk size. Used to calculate the nearest achievable sample rate.

`newSampleRate` [SampleRate](#)

The closest possible sample rate achievable.

`producedChunkSize` [int](#)

The chunk size after down sampling.

Methods

Dispose()

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

```
public void Dispose()
```

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Class LowPassFilterEffect

Namespace: [HackRFDotnet.Api.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<IQ, IQ>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, IQ>](#) ← [LowPassFilterEffect](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, IQ>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, IQ>.AddChildEffect<TFormat>\(SignalEffect<IQ, TFormat>\)](#) , [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

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Class SignalEffect<TInput, TOutput>

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

Assembly: HackRFDotnet.dll

Signal effect base class.

```
public abstract class SignalEffect<TInput, TOutput> : ISignalEffectInput<TInput> where  
TInput : struct where TOutput : struct
```

Type Parameters

TInput

TOutput

Inheritance

[object](#) ↗ ← [SignalEffect<TInput, TOutput>](#)

Implements

[ISignalEffectInput<TInput>](#)

Inherited Members

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

Methods

AddChildEffect<TFormat>(SignalEffect<TOutput, TFormat>)

```
public SignalEffect<TOutput, TFormat> AddChildEffect<TFormat>(SignalEffect<TOutput, TFormat>  
childEffect) where TFormat : struct
```

Parameters

childEffect [SignalEffect<TOutput, TFormat>](#)

Returns

[SignalEffect](#)<TOutput, TFormat>

Type Parameters

TFormat

TransformSignal(Span<TInput>, int)

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

```
public virtual int TransformSignal(Span<TInput> signalTheta, int length)
```

Parameters

signalTheta [Span](#)<TInput>

length [int](#)

Returns

[int](#)

Class SquelchEffect

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

Assembly: HackRFDotnet.dll

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

```
public class SquelchEffect : SignalEffect<IQ, IQ>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, IQ>](#) ← [SquelchEffect](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, IQ>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, IQ>.AddChildEffect<TFormat>\(SignalEffect<IQ, TFormat>\)](#) , [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

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span](#)<IQ>

length [int](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Signal Processing.ErrorRate

Classes

[BitErrorRate](#)

Class BitErrorRate

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

Assembly: HackRFDotnet.dll

```
public class BitErrorRate
```

Inheritance

[object](#) ← [BitErrorRate](#)

Inherited Members

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

Namespace HackRFDotnet.Api.SignalProcessing.FormatConverters

Namespaces

[HackRFDotnet.Api.SignalProcessing.FormatConverters.Demodulators](#)

Classes

[OfdmChannelizer](#)

This is discover the channel division inside an OFDM stream. It will then divide the samples into each channel via FFT. Each bin will be a channel with a complex number. Use this complex number at each bin to demodulate information from the complex plane.

Class OfdmChannelizer

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

Assembly: HackRFDotnet.dll

This is discover the channel division inside an OFDM stream. It will then divide the samples into each channel via FFT. Each bin will be a channel with a complex number. Use this complex number at each bin to demodulate information from the complex plane.

```
public class OfdmChannelizer : SignalEffect<IQ, IQ>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, IQ>](#) ← [OfdmChannelizer](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, IQ>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, IQ>.AddChildEffect<TFormat>\(SignalEffect<IQ, TFormat>\)](#) , [object.Equals\(object?\)](#) ,
[object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

OfdmChannelizer()

```
public OfdmChannelizer()
```

Methods

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span<IQ>](#)

length [int](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Signal Processing.FormatConverters.Demodulators Classes

[AmDemodulator](#)

[BpskDemodulator](#)

[FmDemodulator](#)

[QpskDemodulator](#)

Class AmDemodulator

Namespace: [HackRFDotnet.Api.SignalProcessing.FormatConverters.Demodulators](#)

Assembly: HackRFDotnet.dll

```
public class AmDemodulator : SignalEffect<IQ, float>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, float>](#) ← [AmDemodulator](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, float>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, float>.AddChildEffect<TFormat>\(SignalEffect<float, TFormat>\)](#) ,
[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

AmDemodulator()

```
public AmDemodulator()
```

Methods

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span](#)<IQ>

length [int](#)

Returns

[int](#)

Class BpskDemodulator

Namespace: [HackRFDotnet.Api.SignalProcessing.FormatConverters.Demodulators](#)

Assembly: HackRFDotnet.dll

```
public class BpskDemodulator : SignalEffect<IQ, byte>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, byte>](#) ← [BpskDemodulator](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, byte>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, byte>.AddChildEffect<TFormat>\(SignalEffect<byte, TFormat>\)](#) ,
[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

BpskDemodulator()

```
public BpskDemodulator()
```

Methods

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span](#)<IQ>

length [int](#)

Returns

[int](#)

Class FmDemodulator

Namespace: [HackRFDotnet.Api.SignalProcessing.FormatConverters.Demodulators](#)

Assembly: HackRFDotnet.dll

```
public class FmDemodulator : SignalEffect<IQ, float>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, float>](#) ← [FmDemodulator](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, float>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, float>.AddChildEffect<TFormat>\(SignalEffect<float, TFormat>\)](#) ,
[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

FmDemodulator()

```
public FmDemodulator()
```

Methods

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span](#)<IQ>

length [int](#)

Returns

[int](#)

Class QpskDemodulator

Namespace: [HackRFDotnet.Api.SignalProcessing.FormatConverters.Demodulators](#)

Assembly: HackRFDotnet.dll

```
public class QpskDemodulator : SignalEffect<IQ, byte>, ISignalEffectInput<IQ>
```

Inheritance

[object](#) ← [SignalEffect<IQ, byte>](#) ← [QpskDemodulator](#)

Implements

[ISignalEffectInput<IQ>](#)

Inherited Members

[SignalEffect<IQ, byte>.TransformSignal\(Span<IQ>, int\)](#) ,
[SignalEffect<IQ, byte>.AddChildEffect<TFormat>\(SignalEffect<byte, TFormat>\)](#) ,
[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

QpskDemodulator()

```
public QpskDemodulator()
```

Methods

TransformSignal(Span<IQ>, int)

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

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

Parameters

signalTheta [Span](#)<IQ>

length [int](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Signal Processing.Interfaces

Interfaces

[ISignalEffectInput<TInput>](#)

Interface ISignalEffectInput<TInput>

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

Assembly: HackRFDotnet.dll

```
public interface ISignalEffectInput<TInput>
```

Type Parameters

TInput

Methods

TransformSignal(Span<TInput>, int)

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

```
int TransformSignal(Span<TInput> signalTheta, int length)
```

Parameters

signalTheta [Span](#)<TInput>

length [int](#)

Returns

[int](#)

Namespace HackRFDotnet.Api.Streams

Namespaces

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

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

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

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

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](#)

HackRFDotnet.Api.Streams.InterleavedSample comes directly from the HackRF device in transfer chunks. Memory alignment allows us to ready and copy them into objects very quickly.

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()
```

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

Constructors

IQ(float, float)

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

Parameters

real [float](#)

imaginary [float](#)

IQ(InterleavedSample)

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

Parameters

interleavedSample [InterleavedSample](#)

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

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](#).

Equals(IQ)

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

Parameters

value [IQ](#)

Returns

[bool](#)

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(string?)

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

Parameters

format [string](#)?

Returns

[string](#)

ToString(IFormatProvider?)

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

Parameters

provider [IFormatProvider](#)?

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

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 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(float)

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

Parameters

`value` [float](#)

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(sbyte)

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

Parameters

value [sbyte](#)

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`

implicit operator IQ(Complex)

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

Parameters

value [Complex](#)

Returns

[IQ](#)

implicit operator Complex(IQ)

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

Parameters

value [IQ](#)

Returns

[Complex](#)

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

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

HackRFDotnet.Api.Streams.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

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

Fields

I

```
public sbyte I
```

Field Value

[sbyte](#)

Q

```
public sbyte Q
```

Field Value

[sbyte](#)

Methods

Clone()

```
public InterleavedSample Clone()
```

Returns

[InterleavedSample](#)

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 HackRFDotnet.Api.Streams.SignalStreams.SignalStream`1.

[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 HackRFDotnet.Api.Streams.SignalStreams.SignalStream`1.

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

Inheritance

[object](#) ← IQDeviceStream

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

IQDeviceStream(DigitalRadioDevice)

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

Parameters

rfDevice [DigitalRadioDevice](#)

Fields

RfDevice

```
public readonly DigitalRadioDevice RfDevice
```

Field Value

[DigitalRadioDevice](#)

Properties

BufferLength

The number of bytes available to read in the buffer.

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

Property Value

[int↗](#)

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

```
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()

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> 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.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

NullCallbackException(string?)

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

Parameters

message [string](#)?

Namespace HackRFDotnet.Api.Streams.Interfaces

Interfaces

[IIQStream](#)

HackRFDotnet.Api.Streams.Interfaces.IIQStream is an immutable stream that buffers the data directly from the IQ device.

Interface IIQStream

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

Assembly: HackRFDotnet.dll

HackRFDotnet.Api.Streams.Interfaces.IIQStream is an immutable stream that buffers the data directly from the IQ device.

```
public interface IIQStream : IDisposable
```

Implements

[IDisposable](#)

Properties

BufferLength

The number of bytes available to read in the buffer.

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

Property Value

[int](#)

SampleRate

The capture sample rate from the device.

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

Property Value

[SampleRate](#)

Methods

Close()

Close the stream on the device.

```
void Close()
```

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 Streams

Namespaces

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

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

Classes

[SignalStream<TOutput>](#)

A HackRFDotnet.Api.Streams.SignalStreams.SignalStream`1 allows you to process effects from a pipeline, and read the result like a stream reader. Stream must be created from a HackRFDotnet.Api.Streams.Interfaces.IIQStream.

Class SignalStream<TOutput>

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

Assembly: HackRFDotnet.dll

A HackRFDotnet.Api.Streams.SignalStreams.SignalStream`1 allows you to process effects from a pipeline, and read the result like a stream reader. Stream must be created from a HackRFDotnet.Api.Streams.Interfaces.IIQStream.

```
public class SignalStream<TOutput> : IDisposable where TOutput : struct
```

Type Parameters

TOutput

Inheritance

[object](#) ← [SignalStream<TOutput>](#)

Implements

[IDisposable](#)

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<IQ>?, bool)

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

Parameters

iQStream [IIQStream](#)

`processingPipeline` [SignalProcessingPipeline<IQ>?](#)

`keepOpen` [bool](#)

Fields

`_iQStream`

`protected readonly IIQStream _iQStream`

Field Value

[IIQStream](#)

`_keepOpen`

`protected readonly bool _keepOpen`

Field Value

[bool](#)

`_processingPipeline`

`protected SignalProcessingPipeline<IQ>? _processingPipeline`

Field Value

[SignalProcessingPipeline<IQ>?](#)

Properties

Bandwidth

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

Property Value

[Bandwidth](#)

BufferKeepingCallback

This callback is invoked every time after the buffer keeper has written to the ring buffer. The span written is provided as an argument. Use this for real time workloads or polling.

```
public Action<Span<TOutput>>? BufferKeepingCallback { get; set; }
```

Property Value

[Action](#) <[Span](#)<TOutput>>?

BufferKeepingDelay

This is a special value used if your DSP chain does not need to be real time. You can set this to a higher value to force the buffer keeping loop to pause every interval. This will allow you to conserve CPU time for DSP chains that require polling updates.

```
public TimeSpan BufferKeepingDelay { get; set; }
```

Property Value

[TimeSpan](#)

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<TOutput>)

```
public void ReadSpan(Span<TOutput> dataBuffer)
```

Parameters

dataBuffer [Span](#)<TOutput>

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 HackRFDotnet.Api.Streams.Interfaces.IIQStream.

[FmSignalStream](#)

Demodulate FM audio from HackRFDotnet.Api.Streams.Interfaces.IIQStream.

[WaveSignalStream](#)

NAudio NAudio.Wave.ISampleProvider base stream implementation, HackRFDotnet.Api.Streams.Signal Streams.Analogue.AmSignalStream and HackRFDotnet.Api.Streams.SignalStreams.Analogue.FmSignal Stream stream inherit this.

Class AmSignalStream

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

Assembly: HackRFDotnet.dll

Demodulate AM audio from the HackRFDotnet.Api.Streams.Interfaces.IIQStream.

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

Inheritance

[object](#) ← [SignalStream<float>](#) ← [WaveSignalStream](#) ← [AmSignalStream](#)

Implements

ISampleProvider, [IDisposable](#)

Inherited Members

[WaveSignalStream.WaveFormat](#), [WaveSignalStream.Read\(float\[\], int, int\)](#),
[SignalStream<float>.BufferKeepingDelay](#), [SignalStream<float>.BufferKeepingCallback](#),
[SignalStream<float>.Center](#), [SignalStream<float>.Bandwidth](#), [SignalStream<float>.SampleRate](#),
[SignalStream<float>.processingPipeline](#), [SignalStream<float>.iQStream](#),
[SignalStream<float>.keepOpen](#), [SignalStream<float>.ReadSpan\(Span<float>\)](#),
[SignalStream<float>.SetBand\(Frequency, Bandwidth\)](#), [SignalStream<float>.Dispose\(\)](#),
[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

Constructors

AmSignalStream(IIQStream, Bandwidth, bool)

```
public AmSignalStream(IIQStream deviceStream, Bandwidth stationBandwidth, bool keepOpen  
= true)
```

Parameters

deviceStream [IIQStream](#)

`stationBandwidth` [Bandwidth](#)

`keepOpen` [bool](#) ↗

Class FmSignalStream

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

Assembly: HackRFDotnet.dll

Demodulate FM audio from HackRFDotnet.Api.Streams.Interfaces.IIQStream.

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

Inheritance

[object](#) ← [SignalStream<float>](#) ← [WaveSignalStream](#) ← [FmSignalStream](#)

Implements

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

Inherited Members

[WaveSignalStream.WaveFormat](#), [WaveSignalStream.Read\(float\[\], int, int\)](#),
[SignalStream<float>.BufferKeepingDelay](#), [SignalStream<float>.BufferKeepingCallback](#),
[SignalStream<float>.Center](#), [SignalStream<float>.Bandwidth](#), [SignalStream<float>.SampleRate](#),
[SignalStream<float>.processingPipeline](#), [SignalStream<float>.iQStream](#),
[SignalStream<float>.keepOpen](#), [SignalStream<float>.ReadSpan\(Span<float>\)](#),
[SignalStream<float>.SetBand\(Frequency, Bandwidth\)](#), [SignalStream<float>.Dispose\(\)](#),
[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

Constructors

FmSignalStream(IIQStream, Bandwidth, bool)

```
public FmSignalStream(IIQStream deviceStream, Bandwidth stationBandwidth, bool stereo  
= true)
```

Parameters

deviceStream [IIQStream](#)

`stationBandwidth` [Bandwidth](#)

`stereo` [bool](#) ↗

Class WaveSignalStream

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

Assembly: HackRFDotnet.dll

NAudio NAudio.Wave.ISampleProvider base stream implementation, HackRFDotnet.Api.Streams.SignalStreams.Analogue.AmSignalStream and HackRFDotnet.Api.Streams.SignalStreams.Analogue.FmSignal Stream stream inherit this.

```
public class WaveSignalStream : SignalStream<float>, ISampleProvider, IDisposable
```

Inheritance

[object](#) ← [SignalStream<float>](#) ← [WaveSignalStream](#)

Derived

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

Implements

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

Inherited Members

[SignalStream<float>.BufferKeepingDelay](#) , [SignalStream<float>.BufferKeepingCallback](#) ,
[SignalStream<float>.Center](#) , [SignalStream<float>.Bandwidth](#) , [SignalStream<float>.SampleRate](#) ,
[SignalStream<float>.processingPipeline](#) , [SignalStream<float>.iQStream](#) ,
[SignalStream<float>.keepOpen](#) , [SignalStream<float>.ReadSpan\(Span<float>\)](#) ,
[SignalStream<float>.SetBand\(Frequency, Bandwidth\)](#) , [SignalStream<float>.Dispose\(\)](#) ,
[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) , [object.ToString\(\)](#)

Constructors

WaveSignalStream(IQStream, SignalProcessingPipeline<IQ>, SampleRate, bool, bool)

```
public WaveSignalStream(IIQStream deviceStream, SignalProcessingPipeline<IQ>
processingPipeline, SampleRate sampleRate, bool stereo = true, bool keepOpen = true)
```

Parameters

deviceStream [IIQStream](#)

processingPipeline [SignalProcessingPipeline<IQ>](#)

sampleRate [SampleRate](#)

stereo [bool](#)

keepOpen [bool](#)

Properties

WaveFormat

Gets the WaveFormat of this Sample Provider.

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

Property Value

WaveFormat?

Methods

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

[OfdmSignalStream](#)

[QpskSignalStream](#)

Class OfdmSignalStream

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

Assembly: HackRFDotnet.dll

```
public class OfdmSignalStream : SignalStream<byte>, IDisposable
```

Inheritance

[object](#) ← [SignalStream<byte>](#) ← [OfdmSignalStream](#)

Implements

[IDisposable](#)

Inherited Members

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

Constructors

OfdmSignalStream(IQStream, Bandwidth)

```
public OfdmSignalStream(IQStream iQStream, Bandwidth signalBandwidth)
```

Parameters

iQStream [IQStream](#)

signalBandwidth [Bandwidth](#)

Methods

Read(Span<byte>, int)

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

Parameters

buffer [Span<byte>](#)

count [int](#)

Returns

[int](#)

Class QpskSignalStream

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

Assembly: HackRFDotnet.dll

```
public class QpskSignalStream : SignalStream<byte>, IDisposable
```

Inheritance

[object](#) ← [SignalStream<byte>](#) ← [QpskSignalStream](#)

Implements

[IDisposable](#)

Inherited Members

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

Constructors

QpskSignalStream(IIQStream, Bandwidth)

```
public QpskSignalStream(IIQStream iQStream, Bandwidth signalBandwidth)
```

Parameters

[iQStream](#) [IIQStream](#)

[signalBandwidth](#) [Bandwidth](#)

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](#)>

NormalizeRms(Span<float>, float)

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

Parameters

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

targetRms [float](#)

Namespace HackRFDotnet.NativeApi

Namespaces

[HackRFDotnet.NativeApi.Enums](#)

[HackRFDotnet.NativeApi.Lib](#)

[HackRFDotnet.NativeApi.Structs](#)

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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.GetOperacakeBoards(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.Byte*).

```
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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.ReadSupportedPlatform(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt32*).

```
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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.ReadSupportedPlatform(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt32*).

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

Field Value

[uint](#)

HACKRF_PLATFORM_JAWBREAKER

JAWBREAKER platform bit in result of HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.ReadSupportedPlatform(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt32*).

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

Field Value

[uint](#)

HACKRF_PLATFORM_RAD10

RAD10 platform bit in result of HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.ReadSupportedPlatform(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt32*).

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

Field Value

[uint](#)

MAX_SWEEP_RANGES

Maximum number of sweep ranges to be specified for HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.InitSweep(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt16*,System.Int32,System.UInt32,System.UInt32,System.UInt32,HackRFDotnet.NativeApi.Enums.SweepStyle).

```
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

Namespaces

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

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

Enums

[RfPathFilter](#)

RF filter path setting enum.

Used only when performing explicit tuning using HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.SetFrequency(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt64, System.UInt64,HackRFDotnet.NativeApi.Enums.RfPathFilter), or can be converted into a human-readable string using HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.FilterPathName(HackRFDotnet.NativeApi.Enums.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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.SetFrequency(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, System.UInt64, System.UInt64, HackRFDotnet.NativeApi.Enums.RfPathFilter), or can be converted into a human-readable string using HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.FilterPathName(HackRFDotnet.NativeApi.Enums.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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.SetOperacakeMode(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, System.Byte, HackRFDotnet.NativeApi.Enums.Peripherals.OperacakeSwitchingMode) and queried via HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.GetOperacakeMode(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, System.Byte, HackRFDotnet.NativeApi.Enums.Peripherals.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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.SetOperacakeMode(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, System.Byte, HackRFDotnet.NativeApi.Enums.Peripherals.OperacakeSwitchingMode) and queried via HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.GetOperacakeMode(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, System.Byte, HackRFDotnet.NativeApi.Enums.Peripherals.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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.SetOperacakeFrequencyRanges(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, HackRFDotnet.NativeApi.Structs.Devices.HackRFOperacakeFreqRange*, System.Byte). In this mode, B0 mirrors A0.

OPERACAKE_MODE_MANUAL = 0

Port connections are set manually using HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.SetOperacakePorts(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, System.Byte, System.Byte, System.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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Operacake.SetOperacakeDwellTimes(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, HackRFDotnet.NativeApi.Structs.Devices.HackRFOperacakeDwellTime*, System.Byte). In this mode, B0 mirrors A0.

Namespace HackRFDotnet.NativeApi.Enums.System

Enums

[HackrfBoardId](#)

HACKRF board id enum.

Returned by HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.ReadBoardId(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.Byte*) and can be converted to a human-readable string using HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.BoardIdName(HackRFDotnet.NativeApi.Enums.System.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 HackRFDotnet.NativeApi.Structs.Devices.HackRFDeviceList.usb_board_ids field of HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Devices.QueryDeviceList, and can be converted into human-readable string via HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.UsbBoardIdName(HackRFDotnet.NativeApi.Enums.System.HackrfUsbBoardId).

Enum HackrfBoardId

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

Assembly: HackRFDotnet.dll

HACKRF board id enum.

Returned by HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.ReadBoardId(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.Byte*) and can be converted to a human-readable string using HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.BoardIdName(HackRFDotnet.NativeApi.Enums.System.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 : byte
```

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 `HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Debug.GetErrorName(HackRFDotnet.NativeApi.Enums.System.HackrfError)` 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 `HackRFDotnet.NativeApi.Structs.Devices.HackRFDeviceList.usb_board_ids` field of `HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Devices.QueryDeviceList`, and can be converted into human-readable string via `HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.UsbBoardIdName(HackRFDotnet.NativeApi.Enums.System.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`

RAD10 (custom version) USB product id

Namespace HackRFDotnet.NativeApi.Lib

Classes

[HackRfNativeLib.Debug](#)

[HackRfNativeLib.DeviceStreaming](#)

[HackRfNativeLib.Devices](#)

[HackRfNativeLib.Firmware](#)

[HackRfNativeLib](#)

[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

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 HackRFDotnet.NativeApi.Enums.System.HackrfError into human-readable string.

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

Parameters

errcode [HackrfError](#)

Enum to convert.

Returns

[sbyte](#)*

Human-readable name of error.

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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.SetBasebandFilterBandwidth(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt32).

```
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_lt(uint)

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

The result can be used via HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.SetBasebandFilterBandwidth(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*, System.UInt32).

```
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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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 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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

FilterPathName(RfPathFilter)

Convert HackRFDotnet.NativeApi.Enums.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 HackRFDotnet.NativeApi.NativeConstants.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

IsStreaming(HackRFDevice*)

Query device streaming status.

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

Parameters

`device HackRFDevice*`

Device to query.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_TRUE If the device is streaming, else one of HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_STREAMING_THREAD_ERR, HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_STREAMING_STOPPED or HackRFDotnet.NativeApi.Enums.System.HackrfError.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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.ComputeBasebandFilterBandWidth(System.UInt32) and HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.ComputeBasebandFilterBandWidth_round_down_It(System.UInt32) 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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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 HackRFDotnet.NativeApi.Enums.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 HackRFDotnet.NativeApi.Enums.RfPathFilter.RF_PATH_FILTER_BYPASS.

path [RfPathFilter](#)

Filter path for mixer. See the documentation for HackRFDotnet.NativeApi.Enums.RfPathFilter for details.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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 HackrfError SetTxBlockCompleteCallback(HackRFDevice* device,  
HackRFTxBlockCompleteCallback callback)
```

Parameters

`device` [HackRFDevice](#)*

Device to configure.

`callback` [HackRFTxBlockCompleteCallback](#)

Callback to call when a transfer is completed.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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 HackRFDotnet.NativeApi.Structs.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 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 HackRFDotnet.NativeApi.Structs.HackrfTransfer.rx_ctx.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

StartRxSweep(HackRFDevice*, HackRFSampleBlockCallback, void*)

Start RX sweep.

See HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.InitSweep(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,System.UInt16*,System.Int32,System.UInt32,System.UInt32,System.UInt32,HackRFDotnet.NativeApi.Enums.SweepStyle) for more info.

Requires USB API version 0x0104 or above!

```
public static 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 HackRFdotnet.NativeApi.Structs.HackrfTransfer.rx_ctx.

Returns

[HackrfError](#)

HackRFdotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFdotnet.NativeApi.Enums.System.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 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 `HackRFDotnet.NativeApi.Structs.HackrfTransfer.tx_ctx`.

Returns

[HackrfError](#)

`HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS` on success or `HackRFDotnet.NativeApi.Enums.System.HackrfError` variant.

StopRx(HackRFDevice*)

Stop receiving.

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

Parameters

`device` [HackRFDevice*](#)

device to stop RX on.

Returns

[HackrfError](#)

`HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS` on success or `HackRFDotnet.NativeApi.Enums.System.HackrfError` variant.

StopTx(HackRFDevice*)

Stop transmission.

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

Parameters

`device` [HackRFDevice*](#)

Device to stop TX on.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.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 HackrfError CloseDevice(HackRFDevice* device)
```

Parameters

device [HackRFDevice*](#)

Device to close.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or variant of HackRFDotnet.NativeApi.Enums.System.HackrfError.

DeviceListFree(HackRFDeviceList*)

Free a previously allocated HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice list.

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

Parameters

list [HackRFDeviceList*](#)

List to free.

DeviceListOpen(HackRFDeviceList*, int, HackRFDevice**)

Open a HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice from a device list.

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

Parameters

list [HackRFDeviceList*](#)

Device list to open device from.

idx [int](#)

Index of the device to open.

device [HackRFDevice**](#)

Device handle to open.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success, HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_INVALID_PARAM on invalid parameters or other HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

OpenDevice(HackRFDevice**)

Open first available HackRF device.

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

Parameters

`device` [HackRFDevice**](#)

Device handle.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success, HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_INVALID_PARAM if `device` is NULL, HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_NOT_FOUND if no HackRF devices are found or other HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

OpenDeviceBySerial(string, HackRFDevice**)

Open HackRF device by serial number.

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

Parameters

`desired_serial_number` [string](#)

Serial number of device to open. If NULL then default to first device found.

`device` [HackRFDevice**](#)

Device handle.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success, HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_INVALID_PARAM on invalid parameters or other HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

QueryDeviceList()

List connected HackRF devices.

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

Returns

[HackRFDeviceList*](#)

List of connected devices. The list should be freed with HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Devices.DeviceListFree(HackRFDotnet.NativeApi.Structs.Devices.HackRFDeviceList*).

ResetDevice(HackRFDevice*)

Reset HackRF device.

Requires USB API version 0x0102 or above!

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

Parameters

device [HackRFDevice*](#)

Device to reset.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

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 `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 HackrfError SetDeviceLeds(HackRFDevice* device, byte state)
```

Parameters

`device` [HackRFDevice*](#)

Device to query.

`state` [byte](#)

LED states as a bitmask.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

SetDeviceUiEnabled(HackRFDevice*, byte)

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

Requires USB API version 0x0104 or above!

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

Parameters

`device` [HackRFDevice*](#)

device to enable/disable UI on.

value [byte](#) ↗

Enable UI. Must be 1 or 0.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_LIBUSB on usb error.

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 HackRFDotnet.NativeApi.Enums.System.HackrfBoardId into human-readable string.

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

Parameters

`board_id` [HackrfBoardId](#)

Enum to convert.

Returns

[sbyte](#)*

Human-readable name of board id.

BoardRevName(HackrfBoardRev)

Convert board revision name.

```
public static extern sbyte* BoardRevName(HackrfBoardRev board_rev)
```

Parameters

board_rev [HackrfBoardRev](#)

Board revision enum from HackRFDotnet.NativeApi.Lib.HackRfNativeLib.Firmware.ReadBoardRev(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,HackRFDotnet.NativeApi.Enums.System.HackrfBoardRev*).

Returns

[sbyte](#)*

Human-readable name of board revision. Discards GSG bit.

ClearSpiflashStatus(HackRFDevice*)

Clear the status registers of the W25Q80BV SPI flash chip.

See the datasheet for details of the status registers.

Requires USB API version 0x0103 or above!

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

Parameters

device [HackRFDevice](#)*

Device to clear.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

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 HackrfError EraseSpiflash(HackRFDevice* device)
```

Parameters

device [HackRFDevice*](#)

Device to erase.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

GetClkinStatus(HackRFDevice*, byte*)

Get CLKIN status.

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

Requires USB API version 0x0106 or above!

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

Parameters

device [HackRFDevice*](#)

Device to read status from.

status [byte](#)*

External clock detected (0/1).

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

GetMcuState(HackRFDevice*, HackRFM0State*)

Get the state of the M0 code on the LPC43xx MCU.

Requires USB API version 0x0106 or above!

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

Parameters

[device HackRFDevice*](#)

Device to query.

[value HackRFM0State*](#)

MCU code state.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

LookupBoardIdPlatform(HackrfBoardId)

Lookup platform ID (HACKRF_PLATFORM_xxx) from board id (HackRFDotnet.NativeApi.Enums.System.HackrfBoardId).

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

Parameters

board_id [HackrfBoardId](#)

HackRFDotnet.NativeApi.Enums.System.HackrfBoardId enum variant to convert.

Returns

[uint](#)

HackRFDotnet.NativeApi.NativeConstants.HACKRF_PLATFORM_JAWBREAKER, HackRFDotnet.NativeApi.NativeConstants.HACKRF_PLATFORM_HACKRF1_OG, HackRFDotnet.NativeApi.NativeConstants.HACKRF_PLATFORM_RAD1O, HackRFDotnet.NativeApi.NativeConstants.HACKRF_PLATFORM_HACKRF1_R9 or 0

ReadBoardId(HackRFDevice*, byte*)

Read HackRFDotnet.NativeApi.Enums.System.HackrfBoardId from a device.

The result can be converted into a human-readable string via HackRFDotnet.NativeApi.Enums.System.HackrfBoardId.

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

Parameters

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

Device to query.

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

HackRFDotnet.NativeApi.Enums.System.HackrfBoardId enum value.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

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 HackrfError ReadBoardPartIdSerialNo(HackRFDevice* device,  
ReadPartidSerialNo* read_partid_serialno)
```

Parameters

device [HackRFDevice](#)*

Device to query.

read_partid_serialno [ReadPartidSerialNo](#)*

Result of query.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

ReadBoardRev(HackRFDevice*, HackrfBoardRev*)

Read board revision of device.

```
public static extern HackrfError ReadBoardRev(HackRFDevice* device, HackrfBoardRev* value)
```

Parameters

device [HackRFDevice](#)*

Device to read board revision from.

value [HackrfBoardRev](#)*

Revision enum, will become one of HackRFDotnet.NativeApi.Enums.System.HackrfBoardRev. Should be initialized with HackRFDotnet.NativeApi.Enums.System.HackrfBoardRev.BOARD_REV_UNDETECTED.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_ERROR_LIBUSB.

ReadMax2837(HackRFDevice*, byte, ushort*)

Directly read the registers of the MAX2837 transceiver IC.

Intended for debugging purposes only!

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

Parameters

device [HackRFDevice*](#)

Device to query.

register_number [byte](#)*

Register number to read.

value [ushort](#)*

Value of the specified register.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

ReadRffc5071(HackRFDevice*, byte, ushort*)

Directly read the registers of the RFFC5071/5072 mixer-synthesizer IC.

Intended for debugging purposes only!

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

Parameters

device [HackRFDevice*](#)

Device to query.

register_number [byte](#)*

Register number to read.

value [ushort](#)*

Value of the specified register.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

ReadSi5351c(HackRFDevice*, ushort, ushort*)

Directly read the registers of the Si5351C clock generator IC.

Intended for debugging purposes only!

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

Parameters

device [HackRFDevice*](#)

Device to query.

register_number [ushort](#)*

Register number to read.

value [ushort](#)*

Value of the specified register.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

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

Read firmware image on the SPI flash.

Should only be used for firmware verification.

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

Parameters

device [HackRFDevice](#)*

Device to read from.

address [uint](#)*

Address to read from. Firmware should start at 0

length [ushort](#)*

Length of data to read. Must be at most 256.

data [byte](#)*

Pointer to buffer.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

ReadSupportedPlatform(HackRFDevice*, uint*)

Read supported platform of device.

Returns a combination of HackRFDotnet.NativeApi.NativeConstants.HACKRF_PLATFORM_JAWBREAKER	HackRFDotnet.NativeApi.NativeConstants.HACKRF_PLATFORM_HACKRF1_OG
---	--

Requires USB API version 0x0106 or above!

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

Parameters

device [HackRFDevice*](#)

Device to query.

value [uint](#)*

Supported platform bitmask.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

ReadUsbApiVersion(HackRFDevice*, ushort*)

Read HackRF USB API version.

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 HackrfError ReadUsbApiVersion(HackRFDevice* device, ushort* version)
```

Parameters

device [HackRFDevice*](#)

Device to query.

version [ushort](#)*

USB API version.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

ReadVersion(HackRFDevice*, byte*, byte)

Read HackRF firmware version as a string.

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

Parameters

device [HackRFDevice*](#)

Device to query.

version [byte](#)*

Version string.

length [byte](#)*

Length of allocated string **without null byte** (so set it to `length(arr)-1`).

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

SetClkoutEnable(HackRFDevice*, byte)

Enable / disable CLKOUT.

Requires USB API version 0x0103 or above!

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

Parameters

device [HackRFDevice*](#)

Device to configure.

value [byte](#) ↗

Clock output enabled (0/1).

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

SetHardwareSyncMode(HackRFDevice*, byte)

Set hardware sync mode (hardware triggering).

See the documentation on hardware triggering for details.

Requires USB API version 0x0102 or above!

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

Parameters

device [HackRFDevice*](#)

Device to configure.

value [byte](#) ↗

Enable (1) or disable (0) hardware triggering.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

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.

Requires USB API version 0x0103 or above!

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

Parameters

device [HackRFDevice*](#)

Device to query.

data [byte](#) ↗*

char[2] array of the status registers.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

UsbBoardIdName(HackrfUsbBoardId)

Convert HackRFDotnet.NativeApi.Enums.System.HackrfBoardId into human-readable string.

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

Parameters

`usb_board_id` [HackrfUsbBoardId](#)

Enum to convert.

Returns

`sbyte` ↗*

Human-readable name of board id.

~~WriteCpld(HackRFDevice*, byte*, uint)~~ Deprecated

This function writes the bitstream, but the firmware auto-overrides at each reset, so no changes will take effect.

Write configuration bitstream into the XC2C64A-7VQ100C CPLD.

Device will need to be reset after `hackrf_cpld_write`.

```
[Obsolete("This function writes the bitstream, but the firmware auto-overrides at each  
reset, so no changes will take effect.")]  
public static extern HackrfError WriteCpld(HackRFDevice* device, byte* data,  
uint total_length)
```

Parameters

`device` [HackRFDevice](#)*

device to configure.

`data` `byte` ↗*

CPLD bitstream data.

total_length [uint](#)

length of the bitstream to write.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

WriteRffc5071(HackRFDevice*, byte, ushort)

Directly write the registers of the RFFC5071/5072 mixer-synthesizer IC.

Intended for debugging purposes only!

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

Parameters

device [HackRFDevice](#)*

Device to write.

register_number [byte](#)

Register number to write.

value [ushort](#)

Value to write in the specified register.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

WriteSi5351c(HackRFDevice*, ushort, ushort)

Directly write the registers of the Si5351 clock generator IC.

Intended for debugging purposes only!

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

Parameters

device [HackRFDevice*](#)

Device to write.

register_number [ushort](#)

Register number to write.

value [ushort](#)

Value to write in the specified register.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

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 HackrfError WriteSpiflash(HackRFDevice* device, uint address, ushort  
      length, byte* data)
```

Parameters

device [HackRFDevice](#)*

Device to write on.

address [uint](#)

Address to write to. Should start at 0.

length [ushort](#)

Length of data to write. Must be at most 256.

data [byte](#)*

Data to write.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

hackrf_max2837_write(HackRFDevice*, byte, ushort)

Directly write the registers of the MAX2837 transceiver IC.

Intended for debugging purposes only!

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

Parameters

device [HackRFDevice](#)*

Device to query.

register_number [byte](#)

Register number to read.

value [ushort](#)

Value of the specified register.

Returns

[HackrfError](#)

HackRFDotnet.NativeApi.Enums.System.HackrfError.HACKRF_SUCCESS on success or HackRFDotnet.NativeApi.Enums.System.HackrfError variant.

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)`~~ Deprecated

Use `hackrf_set_operacake_freq_ranges` instead.

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

Namespaces

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

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

Structs

[HackRFBiasTUserSettingReq](#)

User settings for user-supplied bias tee defaults.

[HackRFBoolUserSetting](#)

Helper struct for HackRFDotnet.NativeApi.Structs.HackRFBiasTUserSettingReq. If HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.do_update is [true](#), then the values of HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.change_on_mode_entry and HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.enabled will be used as the new default. If HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.do_update is [false](#), the current default will not change.

[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 HackRFDotnet.NativeApi.Structs.HackrfTransfer.valid_length to indicate that a smaller number of bytes is to be transmitted.

Delegates

[HackRFFlushCallback](#)

[HackRFSampleBlockCallback](#)

[HackRFTxBlockCompleteCallback](#)

Struct HackRBiasTUserSettingReq

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

Assembly: HackRFDotnet.dll

User settings for user-supplied bias tee defaults.

```
public struct HackRBiasTUserSettingReq
```

Inherited Members

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

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

Helper struct for HackRFDotnet.NativeApi.Structs.HackRBiasTUserSettingReq. If HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.do_update is [true](#), then the values of HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.change_on_mode_entry and HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.enabled will be used as the new default. If HackRFDotnet.NativeApi.Structs.HackRFBoolUserSetting.do_update is [false](#), the current default will not change.

```
public struct HackRFBoolUserSetting
```

Inherited Members

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

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](#) ↗

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 HackRFDotnet.NativeApi.Structs.HackrfTransfer.valid_length to indicate that a smaller number of bytes is to be transmitted.

```
public struct HackrfTransfer
```

Inherited Members

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

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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.StartRx(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,HackRFDotnet.NativeApi.Structs.HackRFSampleBlockCallback,System.Void*) or HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.StartRxSweep(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,HackRFDotnet.NativeApi.Structs.HackRFSampleBlockCallback,System.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 HackRFDotnet.NativeApi.Lib.HackRfNativeLib.DeviceStreaming.StartRx(HackRFDotnet.NativeApi.Structs.Devices.HackRFDevice*,HackRFDotnet.NativeApi.Structs.HackRFSampleBlockCallback,System.Void*).

```
public void* tx_ctx
```

Field Value

[void](#) *

valid_length

Number of buffer bytes that were transferred.

[public int](#) valid_length

Field Value

[int](#)

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](#)

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

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

Struct HackRFDeviceList

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

Assembly: HackRFDotnet.dll

```
public struct HackRFDeviceList
```

Inherited Members

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

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

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

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

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

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](#)

State of the SGPIO loop running on the M0 core.

[ReadPartidSerialNo](#)

Struct HackRFM0State

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

Assembly: HackRFDotnet.dll

State of the SGPIO loop running on the M0 core.

```
public struct HackRFM0State
```

Inherited Members

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

Fields

active_mode

Active mode. Same values as requested_mode. Possible values are the same as in HackRFDotnet.Native Api.Structs.System.HackRFM0State.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 uint 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. Possible values are the same as in HackRFDotnet.NativeApi.Structs.System.HackRFM0State.requested_mode.

```
public uint next_mode
```

Field Value

[uint](#)

num_shortfalls

Number of shortfalls.

```
public uint num_shortfalls
```

Field Value

[uint](#)

request_flag

Request flag, 0 means request is completed, any other value means request is 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 HackRFDotnet.NativeApi.Structs.System.HackRFM0State.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

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

Fields

part_id

```
public uint* part_id
```

Field Value

[uint](#)*

serial_no

```
public uint* serial_no
```

Field Value

[uint](#)*