



psai for Unity

## psai.net Namespace

[Send Feedback](#)

### Classes

	Class	Description
	<a href="#">PsaiCore</a>	The PsaiCore class provides access to all of psai's functionality.
	<a href="#">PsaiInfo</a>	The PsaiInfo class is used to retrieve information about psai's momentary state.
	<a href="#">SegmentInfo</a>	The SegmentInfo struct is used to query information about the Segment with the given id.
	<a href="#">SoundtrackInfo</a>	The SoundtrackInfo class is used to retrieve information about the psai Soundtrack currently loaded.
	<a href="#">ThemeInfo</a>	The ThemeInfo struct is used to query information about the Theme with the given id.

### Enumerations

	Enumeration	Description
	<a href="#">LogLevel</a>	Used to control the verbosity of the debug information that will be written to the output console and log file.
	<a href="#">PsaiResult</a>	The return value of most of psai's api methods
	<a href="#">PsaiState</a>	At any point of time, psai is in exactly one of the following play states
	<a href="#">SegmentSuitability</a>	Flags that mark the suitability of a Segment for different playback position within its Theme
	<a href="#">ThemeType</a>	Defines the playback priority and general playback behavior of a Theme.

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## LogLevel Enumeration

[See Also](#) [Send Feedback](#)

Used to control the verbosity of the debug information that will be written to the output console and log file.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public enum LogLevel
```



### Members

	Member name	Value	Description
	<b>off</b>	0	switch off all log information
	<b>errors</b>	1	only log errors
	<b>warnings</b>	2	log errors and warnings
	<b>info</b>	3	logs errors, warning, and general information about calls to psai's api
	<b>debug</b>	4	logs everything, including internal debug information



### See Also

[psai.net Namespace](#)

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## PsaiCore Class

[Members](#) [See Also](#) [Send Feedback](#)

The PsaiCore class provides access to all of psai's functionality.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public class PsaiCore
```



### Inheritance Hierarchy

[System.Object](#)

**psai.net.PsaiCore**



### See Also

[PsaiCore Members](#)

[psai.net Namespace](#)


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## PsaiCore Members

[PsaiCore Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [PsaiCore](#) type exposes the following members.

### Constructors



	Name	Description
	<a href="#">PsaiCore</a>	Initializes a new instance of the <a href="#">PsaiCore</a> class

### Methods

	Name	Description
	<a href="#">AddLoggerOutput</a>	Internal method for registering a LoggerOutput for writing log information to files or console windows.
	<a href="#">AddToCurrentIntensity</a>	Increases (or decreases) the current dynamic intensity level, without changing the intensity falloff slope.
	<a href="#">CheckIfAtLeastOneDirectTransitionOrLayeringIsPossible</a>	Returns true if there is at least one Segment in the target Theme that is marked as directly compatible to the source Segment.
	<a href="#">CutSceneEnter</a>	Enters a cutscene, using the given Theme as the background music.
	<a href="#">CutSceneIsActive</a>	Returns true if psai is currently in Cutscene Mode, false otherwise.
	<a href="#">CutSceneLeave</a>	Leaves the CutScene Mode. See <a href="#">CutSceneEnter</a> for more information.
	<a href="#">GetCurrentIntensity</a>	[DEPRECATED] Use <a href="#">GetPsaiInfo()</a> instead.
	<a href="#">GetCurrentSegmentId</a>	Returns the id of the Segment that's currently playing, or -1 if nothing is playing.
	<a href="#">GetCurrentThemeId</a>	Returns the id of the Theme that's currently playing (or just about to switch to). [DEPRECATED] Use <a href="#">GetPsaiInfo().effectiveThemeId</a> .
	<a href="#">GetPsaiInfo</a>	Returns information about the current state of the psai engine.
	<a href="#">GetRemainingMillisecondsOfCurrentSegmentPlayback</a>	Returns the number of remaining milliseconds until the current Segment playback has reached its end, including the PostBeat region
	<a href="#">GetRemainingMillisecondsUntilNextSegmentStart</a>	Returns the number of remaining milliseconds until the next Segment will start playing.
	<a href="#">GetSegmentInfo</a>	Returns information about the Segment with the given segmentId.
	<a href="#">GetSoundtrackInfo</a>	Returns information about the psai soundtrack currently loaded.
	<a href="#">GetThemeInfo</a>	Returns information about the Theme with the given themeId.
	<a href="#">GetVolume</a>	Returns the psai master playback volume.
	<a href="#">GoToRest(Boolean, Single)</a>	Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.
	<a href="#">GoToRest(Boolean, Single, Int32, Int32)</a>	Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.
	<a href="#">HoldCurrentIntensity</a>	Deactivates/reactivates the automatic decrease of the dynamic Intensity while the current Theme is playing.
	<a href="#">IsInstanceInitialized</a>	Returns true if the PsaiCore singleton instance initialization is complete.
	<a href="#">LoadSoundtrack</a>	Loads the binary soundtrack configuration file created by the PsaiEditor
	<a href="#">LoadSoundtrackByPsaiProject</a>	Loads the soundtrack from the given psai Project file. (used internally. Use <a href="#">LoadSoundtrackFromProjectFile()</a> instead.)
	<a href="#">LoadSoundtrackFromProjectFile</a>	Loads the xml soundtrack configuration file as exported by the psai Editor.
	<a href="#">MenuModeEnter</a>	Activates the Menu Mode and plays a given Theme as the menu background music.
	<a href="#">MenuModeIsActive</a>	Returns true if psai is currently in Menu Mode, false otherwise.
	<a href="#">MenuModeLeave</a>	Leaves the Menu Mode. See <a href="#">MenuModeEnter</a> for more information.
	<a href="#">PlaySegment</a>	Immediately plays back the given Segment.
	<a href="#">Release</a>	Performs platform-specific cleanup.
	<a href="#">ReturnToLastBasicMood</a>	Ends the current Theme and directly returns to the most recently triggered Basic Mood.

	<a href="#">SetLastBasicMood</a>	Explicitly sets the last Basic Mood that psai will eventually play when waking up from Rest Mode.
	<a href="#">SetLogLevel</a>	Sets the detail level of information written to the output console and log file.
	<a href="#">SetMaximumLatencyNeededByPlatformToBufferSounddata</a>	Sets the maximum latency in milliseconds that is needed by the target platform to buffer soundfiles from the storage medium.
	<a href="#">SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata</a>	Sets the maximum latency in milliseconds that is needed by the target platform to play back prebuffered sounddata.
	<a href="#">SetPaused</a>	Pauses or resumes all psai playback.
	<a href="#">SetVolume</a>	Sets the psai master playback volume.
	<a href="#">StopMusic(Boolean)</a>	Stops the music either by fading out quickly, or by enqueueing and End-Segment.
	<a href="#">StopMusic(Boolean, Single)</a>	Stops the music either by fading out quickly, or by enqueueing and End-Segment.
	<a href="#">TriggerMusicTheme(Int32, Single)</a>	Request for playing a certain Theme at the desired intensity
	<a href="#">TriggerMusicTheme(Int32, Single, Int32)</a>	Request for playing a certain Theme at the desired intensity, for the given duration.
	<a href="#">Update</a>	Needs to be called within your gameloop to keep psai going.

#### Properties

	Name	Description
	<a href="#">Instance</a>	<p>Returns an instance of PsaiCore as a Singleton.</p> <p> <b>Remarks</b></p> <p>The PsaiCore class provides this Singleton for convenience, so you can easily access your psai soundtrack from all classes.</p>

#### See Also

[PsaiCore Class](#)  
[psai.net Namespace](#)



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## PsaiCore Constructor

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Initializes a new instance of the [PsaiCore](#) class

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public PsaiCore()
```



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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





## PsaiCore Methods

[PsaiCore Class](#) See Also [Send Feedback](#)

The [PsaiCore](#) type exposes the following members.

### Methods

	Name	Description
	<a href="#">AddLoggerOutput</a>	Internal method for registering a <a href="#">LoggerOutput</a> for writing log information to files or console windows.
	<a href="#">AddToCurrentIntensity</a>	Increases (or decreases) the current dynamic intensity level, without changing the intensity falloff slope.
	<a href="#">CheckIfAtLeastOneDirectTransitionOrLayeringIsPossible</a>	Returns true if there is at least one Segment in the target Theme that is marked as directly compatible to the source Segment.
	<a href="#">CutSceneEnter</a>	Enters a cutscene, using the given Theme as the background music.
	<a href="#">CutSceneIsActive</a>	Returns true if psai is currently in Cutscene Mode, false otherwise.
	<a href="#">CutSceneLeave</a>	Leaves the CutScene Mode. See <a href="#">CutSceneEnter</a> for more information.
	<a href="#">GetCurrentIntensity</a>	[DEPRECATED] Use <a href="#">GetPsaiInfo()</a> instead.
	<a href="#">GetCurrentSegmentId</a>	Returns the id of the Segment that's currently playing, or -1 if nothing is playing.
	<a href="#">GetCurrentThemeId</a>	Returns the id of the Theme that's currently playing (or just about to switch to). [DEPRECATED] Use <a href="#">GetPsaiInfo().effectiveThemeId</a> .
	<a href="#">GetPsaiInfo</a>	Returns information about the current state of the psai engine.
	<a href="#">GetRemainingMillisecondsOfCurrentSegmentPlayback</a>	Returns the number of remaining milliseconds until the current Segment playback has reached its end, including the PostBeat region
	<a href="#">GetRemainingMillisecondsUntilNextSegmentStart</a>	Returns the number of remaining milliseconds until the next Segment will start playing.
	<a href="#">GetSegmentInfo</a>	Returns information about the Segment with the given segmentId.
	<a href="#">GetSoundtrackInfo</a>	Returns information about the psai soundtrack currently loaded.
	<a href="#">GetThemeInfo</a>	Returns information about the Theme with the given themeId.
	<a href="#">GetVolume</a>	Returns the psai master playback volume.
	<a href="#">GoToRest(Boolean, Single)</a>	Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.
	<a href="#">GoToRest(Boolean, Single, Int32, Int32)</a>	Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.
	<a href="#">HoldCurrentIntensity</a>	Deactivates/reactivates the automatic decrease of the dynamic Intensity while the current Theme is playing.
	<a href="#">IsInstanceInitialized</a>	Returns true if the PsaiCore singleton instance initialization is complete.
	<a href="#">LoadSoundtrack</a>	Loads the binary soundtrack configuration file created by the PsaiEditor
	<a href="#">LoadSoundtrackByPsaiProject</a>	Loads the soundtrack from the given psai Project file. (used internally. Use <a href="#">LoadSoundtrackFromProjectFile()</a> instead.)
	<a href="#">LoadSoundtrackFromProjectFile</a>	Loads the xml soundtrack configuration file as exported by the psai Editor.
	<a href="#">MenuModeEnter</a>	Activates the Menu Mode and plays a given Theme as the menu background music.
	<a href="#">MenuModeIsActive</a>	Returns true if psai is currently in Menu Mode, false otherwise.
	<a href="#">MenuModeLeave</a>	Leaves the Menu Mode. See <a href="#">MenuModeEnter</a> for more information.
	<a href="#">PlaySegment</a>	Immediately plays back the given Segment.
	<a href="#">Release</a>	Performs platform-specific cleanup.
	<a href="#">ReturnToLastBasicMood</a>	Ends the current Theme and directly returns to the most recently triggered Basic Mood.
	<a href="#">SetLastBasicMood</a>	Explicitly sets the last Basic Mood that psai will eventually play when waking up from Rest Mode.
	<a href="#">SetLogLevel</a>	Sets the detail level of information written to the output console and log file.
	<a href="#">SetMaximumLatencyNeededByPlatformToBufferSounddata</a>	Sets the maximum latency in milliseconds that is

		needed by the target platform to buffer soundfiles from the storage medium.
	<a href="#">SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata</a>	Sets the maximum latency in milliseconds that is needed by the target platform to play back prebuffered sounddata.
	<a href="#">SetPaused</a>	Pauses or resumes all psai playback.
	<a href="#">SetVolume</a>	Sets the psai master playback volume.
	<a href="#">StopMusic(Boolean)</a>	Stops the music either by fading out quickly, or by enqueueing and End-Segment.
	<a href="#">StopMusic(Boolean, Single)</a>	Stops the music either by fading out quickly, or by enqueueing and End-Segment.
	<a href="#">TriggerMusicTheme(Int32, Single)</a>	Request for playing a certain Theme at the desired intensity
	<a href="#">TriggerMusicTheme(Int32, Single, Int32)</a>	Request for playing a certain Theme at the desired intensity, for the given duration.
	<a href="#">Update</a>	Needs to be called within your gameloop to keep psai going.

#### See Also

[PsaiCore Class](#)  
[psai.net Namespace](#)





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## PsaiCore.AddLoggerOutput Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Internal method for registering a `LoggerOutput` for writing log information to files or console windows.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public void AddLoggerOutput(  
    LoggerOutput loggerOutput  
)
```

#### Parameters

*loggerOutput*

Type: **LoggerOutput**

*loggerOutput*



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.AddToCurrentIntensity Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Increases (or decreases) the current dynamic intensity level, without changing the intensity falloff slope.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult AddToCurrentIntensity(  
    float deltaIntensity  
)
```

#### Parameters

*deltaIntensity*

Type: [System.Single](#)

a positive or negative delta value between 0.0f and 1.0f

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### Remarks

The resulting intensity value will be limited to a value between 0.0f and 1.0f.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.CheckIfAtLeastOneDirectTransitionOrLayeringIsPossible Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns true if there is at least one Segment in the target Theme that is marked as directly compatible to the source Segment.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public bool CheckIfAtLeastOneDirectTransitionOrLayeringIsPossible(  
    int sourceSegmentId,  
    int targetThemeId  
)
```

#### Parameters

*sourceSegmentId*

Type: [System.Int32](#)

the id of the Source Segment

*targetThemeId*

Type: [System.Int32](#)

the id of the Theme to transition to

#### Return Value

Type: [Boolean](#)



### Remarks

If this method returns true, this means that a direct transition from the sourceSegment to the target Theme is possible. Respectively, if the target Thme is of type Highlight Layer, a compatible Segment exists that will be layered over the sourceSegment if the Highlight Layer is triggered while the source Segment is playing. If no compatible Segment exists, the trigger call will be ignored in case of Highlight Layers. For other Themes types, psai will play the shortest Sequence of compatible Segments until the target Theme is be reached. If no compatible sequence exists, you will be warned by the Psai Editor upon export / audit.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.CutSceneEnter Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Enters a cutscene, using the given Theme as the background music.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

**C#**

```
public PsaiResult CutSceneEnter(  
    int themeId,  
    float intensity  
)
```

#### Parameters

*themeId*

Type: [System.Int32](#)

the id of the Theme to be played during the cutscene

*intensity*

Type: [System.Single](#)

the static intensity by which to play the cutscene Theme.

#### Return Value

Type: [PsaiResult](#)

"PsaiResult.OK	if successful
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call <a href="#">MenuModeLeave()</a> first.
"PsaiResult.commandIgnoredCutsceneActive	the command was ignored, psai is already in Cutscene Mode.

### Remarks

The Cutscene Mode is intended for non-interactive movie-like sequences where the regular gameplay is interrupted. Similar to the Menu Mode, the Cutscene Mode jumps out of regular playback and interrupts any theme currently playing, and immediately switching to the music for the cutscene. You can use a theme of any given Theme Type as a cutscene theme, for the regular playback hierarchy of themes is ignored during cutscene mode. This allows you to re-use regular themes of your game soundtrack for a cutscene. If you use made-to-measure music for a cutscene, we recommend creating a new theme containing a single Segment in the default group. Make sure the Segment has the Suitability START. Intensity levels will only matter as long as your cutscene theme contains more than a single Segment. While in Cutscene Mode, the intensity will stay on a constant level until the cutscene is left. To do leave the cutscene call [CutSceneLeave\(\)](#).

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



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## PsaiCore.CutSceneIsActive Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns true if psai is currently in Cutscene Mode, false otherwise.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public bool CutSceneIsActive()
```

#### Return Value

Type: [Boolean](#)

true if psai is in Cutscene Mode



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.CutSceneLeave Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Leaves the CutScene Mode. See [CutSceneEnter](#) for more information.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult CutSceneLeave(  
    bool immediately,  
    bool reset  
)
```

#### Parameters

*immediately*

Type: [System.Boolean](#)

passing true will leave the Cutscene by a quick fadeout. Passing false will switch back smoothly using the shortest path of compatible Segments.

*reset*

Type: [System.Boolean](#)

pass true if you want to clear the queue of interrupted Themes, that may have stacked up when the Cutscene had been entered.

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



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## PsaiCore.GetCurrentIntensity Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

[DEPRECATED] Use [GetPsaiInfo\(\)](#) instead.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public float GetCurrentIntensity()
```

#### Return Value

Type: [Single](#)

the current intensity value between 0.0f and 1.0f



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.GetCurrentSegmentId Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns the id of the Segment that's currently playing, or -1 if nothing is playing.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int GetCurrentSegmentId()
```

#### Return Value

Type: [Int32](#)

the id of the current Segment



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.GetCurrentThemeId Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns the id of the Theme that's currently playing (or just about to switch to). [DEPRECATED] Use `GetPsaiInfo().effectiveThemeId` .

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int GetCurrentThemeId()
```

#### Return Value

Type: [Int32](#)

the id of the Theme currently playing



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.GetPsaiInfo Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns information about the current state of the psai engine.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiInfo GetPsaiInfo()
```

#### Return Value

Type: [PsaiInfo](#)

a datastructure of type [PsaiInfo](#)



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.GetRemainingMillisecondsOfCurrentSegmentPlayback Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns the number of remaining milliseconds until the current Segment playback has reached its end, including the PostBeat region

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public int GetRemainingMillisecondsOfCurrentSegmentPlayback()
```

### Return Value

Type: [Int32](#)

the remaining milliseconds, or -1 if no Segment is currently playing



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.GetRemainingMillisecondsUntilNextSegmentStart Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns the number of remaining milliseconds until the next Segment will start playing.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public int GetRemainingMillisecondsUntilNextSegmentStart()
```

#### Return Value

Type: [Int32](#)

remaining milliseconds, or -1 if no Segment is scheduled.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.GetSegmentInfo Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns information about the Segment with the given segmentId.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public SegmentInfo GetSegmentInfo(  
    int segmentId  
)
```

#### Parameters

*segmentId*

Type: [System.Int32](#)

the Segment's id

#### Return Value

Type: [SegmentInfo](#)

a datastructure of type [SegmentInfo](#)



### Remarks

Use [PsaiCore.GetThemeInfo\(\)](#) to retrieve a list of segmentIds.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



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## PsaiCore.GetSoundtrackInfo Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns information about the psai soundtrack currently loaded.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public SoundtrackInfo GetSoundtrackInfo()
```

#### Return Value

Type: [SoundtrackInfo](#)

a datastructure of type [SoundtrackInfo](#)



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.GetThemeInfo Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns information about the Theme with the given themeId.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public ThemeInfo GetThemeInfo(  
    int themeId  
)
```

#### Parameters

*themeId*

Type: [System.Int32](#)

The id of the Theme as set in the psai Editor.

#### Return Value

Type: [ThemeInfo](#)

a datastructure of type [ThemeInfo](#)



### Remarks

Use [PsaiCore.GetSoundtrackInfo\(\)](#) to retrieve a list of themeIds.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.GetVolume Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns the psai master playback volume.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public float GetVolume()
```

#### Return Value

Type: [Single](#)

volume between 0.0f and 1.0f



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.GoToRest Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

### Overload List

	Name	Description
	<a href="#">GoToRest(Boolean, Single)</a>	Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.
	<a href="#">GoToRest(Boolean, Single, Int32, Int32)</a>	Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.GoToRest Method (Boolean, Single)

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public PsaiResult GoToRest(  
    bool immediately,  
    float fadeOutSeconds  
)
```

#### Parameters

*immediately*

Type: [System.Boolean](#)

True: Go to rest immediately by fading out. False: play an End-Segment

*fadeOutSeconds*

Type: [System.Single](#)

the fade-out time in seconds

#### Return Value

Type: [PsaiResult](#)



### Remarks

The period of time psai will remain silent can be authored per Basic Mood in the psai Editor. If you wish to override the default values, use the overridden version of GoToRest with additional parameters `restTimeMin` and `restTimeMax`.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[GoToRest Overload](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.GoToRest Method (Boolean, Single, Int32, Int32)

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Stops the Theme currently playing. Psai will keep silent for some time and then wake up with the Basic Mood that was triggered the last.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

**C#**

```
public PsaiResult GoToRest(  
    bool immediately,  
    float fadeOutSeconds,  
    int restTimeMin,  
    int restTimeMax  
)
```

#### Parameters

*immediately*

Type: [System.Boolean](#)

True: Go to rest immediately by fading out. False: play an End-Segment

*fadeOutSeconds*

Type: [System.Single](#)

the fade-out time in seconds

*restTimeMin*

Type: [System.Int32](#)

the lower limit of the random resting time in seconds

*restTimeMax*

Type: [System.Int32](#)

the upper limit of the random resting time in seconds

#### Return Value

Type: [PsaiResult](#)

### Remarks

The period of time psai will remain silent can be authored per Basic Mood in the psai Editor. If you wish to override the default values, use the overridden version of GoToRest with additional parameters restTimeMin and restTimeMax.

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[GoToRest Overload](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.HoldCurrentIntensity Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Deactivates/reactivates the automatic decrease of the dynamic Intensity while the current Theme is playing.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult HoldCurrentIntensity(  
    bool hold  
)
```

#### Parameters

*hold*

Type: [System.Boolean](#)

pass true to hold the Intensity, false to reactivate the automatic decrease.

#### Return Value

Type: [PsaiResult](#)

"PsaiResult.OK	if successful
"PsaiResult.commandIgnoredr	ignored because the intensity is already being held
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call <a href="#">MenuModeLeave()</a> first.
"PsaiResult.commandIgnoredCutsceneActive	the command was ignored, call <a href="#">CutSceneLeave()</a> first.



### Remarks

Calling HoldCurrentIntensity(true) will keep the intensity on the current level while the current theme is playing. The automatic decrease will continue as soon as holdCurrentIntensity(false) is called, or when the playing theme is interrupted or forced to end, e.g. by calling StopMusic() or ReturnToBase(). Triggering the same theme again will change the constant intensity to the newly triggered intensity, but will not result in reactivating the automatic decrease. Note: Calls to holdCurrentIntensity() will be ignored while in Menu Mode or in Cutscene Mode. Call MenuModeLeave() or CutsceneLeave() first.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.IsInstanceInitialized Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns true if the PsaiCore singleton instance initialization is complete.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public static bool IsInstanceInitialized()
```

#### Return Value

Type: [Boolean](#)

true if initialized, false otherwise



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.LoadSoundtrack Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Loads the binary soundtrack configuration file created by the PsaiEditor

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult LoadSoundtrack(  
    string pathToPcbFile  
)
```

#### Parameters

*pathToPcbFile*

Type: [System.String](#)

a file path to the binary psai soundtrack file created by the psaiEditor during export.

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.LoadSoundtrackByPsaiProject Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Loads the soundtrack from the given psai Project file. (used internally. Use `LoadSoundtrackFromProjectFile()` instead.)

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult LoadSoundtrackByPsaiProject(  
    PsaiProject project,  
    string fullPathToProjectFile  
)
```

#### Parameters

*project*

Type: **PsaiProject**

the deserialized psai project

*fullPathToProjectFile*

Type: [System.String](#)

the file path to the project file

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.LoadSoundtrackFromProjectFile Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Loads the xml soundtrack configuration file as exported by the psai Editor.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult LoadSoundtrackFromProjectFile(  
    string pathToProjectFile  
)
```

#### Parameters

*pathToProjectFile*

Type: [System.String](#)

a file path to the xml psai soundtrack file created by the psaiEditor during export.

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.MenuModeEnter Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Activates the Menu Mode and plays a given Theme as the menu background music.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

#### C#

```
public PsaiResult MenuModeEnter(  
    int menuThemeId,  
    float menuThemeIntensity  
)
```

#### Parameters

*menuThemeId*

Type: [System.Int32](#)

the id of the theme to play in the background while in menu mode.

*menuThemeIntensity*

Type: [System.Single](#)

the static intensity of the menu Theme playback

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful

### Remarks

The Menu Mode is designed for all kinds of in-game menus, where the gameplay is interrupted and frozen In Menu Mode no intensity curve will be applied, so the music holds the intensity-level just like a Continuous Action Theme. When the Player returns to the game, call `menuModeLeave()` to switch back to the previous state.

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

[PsaiCore.MenuModeLeave\(\)](#)



psai for Unity

## PsaiCore.MenuModelsActive Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns true if psai is currently in Menu Mode, false otherwise.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public bool MenuModeIsActive()
```

#### Return Value

Type: [Boolean](#)

true if the MenuMode is active, false otherwise



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.MenuModeLeave Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Leaves the Menu Mode. See [MenuModeEnter](#) for more information.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult MenuModeLeave()
```

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.PlaySegment Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Immediately plays back the given Segment.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult PlaySegment(  
    int segmentId  
)
```

#### Parameters

*segmentId*

Type: [System.Int32](#)

the id of the Segment to play

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### Remarks

This method is mainly intended for testing or debugging purposes.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.Release Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Performs platform-specific cleanup.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public void Release()
```



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.ReturnToLastBasicMood Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Ends the current Theme and directly returns to the most recently triggered Basic Mood.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult ReturnToLastBasicMood(  
    bool immediately  
)
```

#### Parameters

*immediately*

Type: [System.Boolean](#)

true: quick fadeout, false: play an End-Segment

#### Return Value

Type: [PsaiResult](#)

"PsaiResult.OK	if successful
"PsaiResult.initialization_error	psai has not been initialized correctly. See psai.log for more information.
"PsaiResult.unknown_theme	the requested Theme does not exist in the current soundtrack
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call <a href="#">MenuModeLeave()</a> first.
"PsaiResult.commandIgnored	the Basic Mood is already playing



### Remarks

The transition to the Basic Mood will be interrupted by any call to [TriggerMusicTheme\(\)](#). If you prefer to let the music keep silent for some time before playing the last Basic Mood again, use [GoToRest\(\)](#).



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.SetLastBasicMood Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Explicitly sets the last Basic Mood that psai will eventually play when waking up from Rest Mode.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public void SetLastBasicMood(  
    int themeId  
)
```

### Parameters

*themeId*

Type: [System.Int32](#)

[Missing <param name="themeId"/> documentation for "M:psai.net.PsaiCore.SetLastBasicMood(System.Int32)"]



### Remarks

The last Basic Mood is internally always set whenever a Basic Mood is triggered (by calling `TriggerMusicTheme`). However in some situations you might find it useful to set it explicitly by using this method. E.g. setting this to 0 or -1 will prevent psai from automatically playing the last Basic Mood after an Action Theme had been playing. Psai will then keep silent until the next call to `TriggerMusicTheme`.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.SetLogLevel Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Sets the detail level of information written to the output console and log file.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public void SetLogLevel(  
    LogLevel newLogLevel  
)
```

#### Parameters

*newLogLevel*

Type: [psai.net.LogLevel](#)

the desired level of logging information

#### Return Value

Type:

PsaiResult.OK if successful



### Remarks

LogLevel.errors will only report severe errors, whereas LogLevel.warnings will display errors and warnings. LogLevel.info will report errors, warnings and general information about calls to the psai API.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)





psai for Unity

## PsaiCore.SetMaximumLatencyNeededByPlatformToBufferSounddata Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Sets the maximum latency in milliseconds that is needed by the target platform to buffer soundfiles from the storage medium.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

**C#**

```
public PsaiResult SetMaximumLatencyNeededByPlatformToBufferSounddata(  
    int LatencyInMilliseconds  
)
```

#### Parameters

*LatencyInMilliseconds*

Type: [System.Int32](#)

the buffering latency in milliseconds

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful

### Remarks

As there is currently no mechanism within Unity to check the actual latency needed by the target device to buffer and play back a sound, we solve this by providing a maximum latency value that should be enough for each given platform, and we delay all playback by this value. Please note that these value not only depends on the target platform, but also on the system specifications (like weaker/older mobile phones usually need more time to buffer), but also on the storage media (optical drives take much longer than harddrives). We provide default values for all the platforms supported by Unity that will be set automatically and will work in most cases. However you may choose to finetune these settings. Lower latency settings will improve overall reactivity of your soundtrack, but might result in dropouts.

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

[PsaiCore.SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata\(Int32\)](#)

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## PsaiCore.SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Sets the maximum latency in milliseconds that is needed by the target platform to play back prebuffered sounddata.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public PsaiResult SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata(  
    int LatencyInMilliseconds  
)
```

#### Parameters

*latencyInMilliseconds*

Type: [System.Int32](#)

the buffering latency in milliseconds

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

[PsaiCore.SetMaximumLatencyNeededByPlatformToBufferSounddata\(Int32\)](#)

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psai for Unity

## PsaiCore.SetPaused Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Pauses or resumes all psai playback.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public void SetPaused(  
    bool setPaused  
)
```

#### Parameters

*setPaused*

Type: [System.Boolean](#)

true to pause, false to resume



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.SetVolume Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Sets the psai master playback volume.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public void SetVolume(  
    float volume  
)
```

#### Parameters

*volume*

Type: [System.Single](#)

volume between 0.0f and 1.0f



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.StopMusic Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

### Overload List

	Name	Description
	<a href="#">StopMusic(Boolean)</a>	Stops the music either by fading out quickly, or by enqueueing and End-Segment.
	<a href="#">StopMusic(Boolean, Single)</a>	Stops the music either by fading out quickly, or by enqueueing and End-Segment.

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.StopMusic Method (Boolean)

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Stops the music either by fading out quickly, or by enqueueing and End-Segment.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

#### C#

```
public PsaiResult StopMusic(  
    bool immediately  
)
```

#### Parameters

*immediately*

Type: [System.Boolean](#)

passing 'true' will stop the playback by a quick fadeout; 'false' will smoothly end the music via the shortest path to a Segment that has the END-Suitability set.

#### Return Value

Type: [PsaiResult](#)

"PsaiResult.OK	if successful
"PsaiResult.initialization_error	psai has not been initialized correctly. See psai.log for more information.
"PsaiResult.unknown_theme	the requested Theme does not exist in the current soundtrack
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call <a href="#">MenuModeLeave()</a> first.
"PsaiResult.commandIgnored	psai is already in Silence Mode

### Remarks

If the "immediately" parameter is set to false, psai will wait for the current Segment to finish, then play an End- Segment of the current Theme, then stop the music. Psai will remain silent until you explicitly trigger another Theme by calling [TriggerMusicTheme\(\)](#).

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[StopMusic Overload](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.StopMusic Method (Boolean, Single)

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Stops the music either by fading out quickly, or by enqueueing and End-Segment.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

**C#**

```
public PsaiResult StopMusic(  
    bool immediately,  
    float fadeOutSeconds  
)
```

#### Parameters

*immediately*

Type: [System.Boolean](#)

If the "immediately" parameter is set to false, psai will wait for the current Segment to finish, then play an End-Segment of the current Theme, then stop the music. Psai will remain silent until you explicitly trigger another Theme by calling [TriggerMusicTheme\(\)](#).

*fadeOutSeconds*

Type: [System.Single](#)

Sets the fadeout time in seconds. The parameter is only applicable if 'immediately' is set to false.

#### Return Value

Type: [PsaiResult](#)

"PsaiResult.OK	if successful
"PsaiResult.initialization_error	psai has not been initialized correctly. See psai.log for more information.
"PsaiResult.unknown_theme	the requested Theme does not exist in the current soundtrack
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call <a href="#">MenuModeLeave()</a> first.
"PsaiResult.commandIgnored	psai is already in Silence Mode

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[StopMusic Overload](#)

[psai.net Namespace](#)



psai for Unity

## PsaiCore.TriggerMusicTheme Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

### Overload List

	Name	Description
	<a href="#">TriggerMusicTheme(Int32, Single)</a>	Request for playing a certain Theme at the desired intensity
	<a href="#">TriggerMusicTheme(Int32, Single, Int32)</a>	Request for playing a certain Theme at the desired intensity, for the given duration.

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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## PsaiCore.TriggerMusicTheme Method (Int32, Single)

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Request for playing a certain Theme at the desired intensity

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public PsaiResult TriggerMusicTheme(  
    int themeId,  
    float intensity  
)
```

#### Parameters

*themeId*

Type: [System.Int32](#)

The id of the Theme to play

*intensity*

Type: [System.Single](#)

The initial intensity value. The valid range is between 0.0f and 1.0f.

#### Return Value

Type: [PsaiResult](#)

term	description
"PsaiResult.OK	if successful
"PsaiResult.initialization_error	psai has not been initialized correctly. See psai.log for more information.
"PsaiResult.unknown_theme	the requested Theme does not exist in the current soundtrack
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call <a href="#">MenuModeLeave()</a> first.



### Remarks

Please note that there is a hierarchy among the different types of Themes, which will e.g. prevent a Base Mood from interrupting a Theme of type Action Event. Likewise, a Theme of type Shock Event will interrupt any other Theme that may be currently playing. Please refer to the psai Manual included in the psai SDK for a description of all the Theme Types and their playback priorities. The general interruption behaviour is as follows: If a Theme of a lower priority is currently playing when a new Theme is triggered, the psai soundtrack will play the newly triggered Theme immediately and quickly fade out the previous Theme. This way it is possible to build up a stack of interrupted Themes: A Base Mood may be interrupted by an Action Event, which is then interrupted by a Shock Event. When the intensity of the Shock Event has dropped to zero, psai will return to the Action Event, starting with the intensity level that was up at the time of its interruption. Likewise, when the intensity of the Action Event has reached zero intensity, psai will continue with the Basic Mood. If another Theme of the same priority is playing when a Theme has been triggered, psai will switch to the next Theme as soon as the Segment currently playing has reached its end. This can only work if there is at least one Segment in the newly triggered Theme, that has been marked within the psai® Editor as a compatible follower to the Segment currently playing. Please refer to the psai® Editor documentation for more information about Segment compatibilities. If the newly triggered Theme is the very same Theme that is currently playing, psai will set the internal Intensity level to the Intensity-argument of the new trigger-call. Thus, triggering the same Theme over and over again will not result in an accumulation of the triggered intensity values. Please see the 'Intensity'-section of the psai Manual for more information about psai's Intensity concept. If a Theme of type Basic Mood is triggered while a Theme of higher priority is playing, psai will internally store the triggered Basic Mood as the one to switch to, when the Intensity level of all stacked Themes has dropped to zero. All other trigger-calls to Themes of lower priority are ignored completely. The Theme will be playing for a timespan as defined by the member "music duration" within the psai Editor. The intensity falloff rate will be automatically adjusted to reach zero accordingly. To manually override this setting, call the overloaded version of TriggerMusicTheme() with the additional musicDuration parameter. Troubleshooting: If the soundtrack does not react as expected, please check your 'psai.log' file in your '[current user]/Documents/psai' folder to see what happened, and check back with your composer to make sure that the Types of the affected Themes have been assigned correctly within the psai Editor authoring software.



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[TriggerMusicTheme Overload](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiCore.TriggerMusicTheme Method (Int32, Single, Int32)

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Request for playing a certain Theme at the desired intensity, for the given duration.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

#### C#

```
public PsaiResult TriggerMusicTheme(  
    int themeId,  
    float intensity,  
    int musicDurationInSeconds  
)
```

#### Parameters

*themeId*

Type: [System.Int32](#)

The id of the Theme to play

*intensity*

Type: [System.Single](#)

The initial intensity value. The valid range is between 0.0f and 1.0f.

*musicDurationInSeconds*

Type: [System.Int32](#)

the desired play duration (seconds) of the Theme after this single trigger call

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[TriggerMusicTheme Overload](#)

[psai.net Namespace](#)

[PsaiCore.TriggerMusicTheme\(Int32, Single\)](#)



psai for Unity

## PsaiCore.Update Method

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Needs to be called within your gameloop to keep psai going.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiResult Update()
```

#### Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)


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## PsaiCore Properties

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

The [PsaiCore](#) type exposes the following members.

### Properties

	Name	Description
	<a href="#">Instance</a>	Returns an instance of PsaiCore as a Singleton.  <b>Remarks</b> The PsaiCore class provides this Singleton for convenience, so you can easily access your psai soundtrack from all classes.

### See Also

[PsaiCore Class](#)  
[psai.net Namespace](#)



psai for Unity

## PsaiCore.Instance Property

[PsaiCore Class](#) [See Also](#) [Send Feedback](#)

Returns an instance of PsaiCore as a Singleton.

### Remarks

The PsaiCore class provides this Singleton for convenience, so you can easily access your psai soundtrack from all classes.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

#### C#

```
public static PsaiCore Instance { get; set; }
```

#### Property Value

Type: [PsaiCore](#)

gets the reference to the PsaiCore Singleton

### See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

## PsaiInfo Class

[Members](#) [See Also](#) [Send Feedback](#)

The PsaiInfo class is used to retrieve information about psai's momentary state.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public class PsaiInfo
```



### Inheritance Hierarchy

[System.Object](#)

**psai.net.PsaiInfo**



### See Also

[PsaiInfo Members](#)

[psai.net Namespace](#)

[PsaiCore.GetPsaiInfo\(\)](#)


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## PsaiInfo Members

[PsaiInfo Class](#) [Constructors](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [PsaiInfo](#) type exposes the following members.

### Constructors

	Name	Description
	<a href="#">PsaiInfo</a>	Initializes a new instance of the <a href="#">PsaiInfo</a> class

### Fields

	Name	Description
	<a href="#">currentIntensity</a>	the current dynamic Intensity level
	<a href="#">effectiveThemeId</a>	the id of the Theme that is currently playing (or just about to switch to)
	<a href="#">intensityIsHeld</a>	hold true if the automatic decrease of dynamic Intensity is currently disabled
	<a href="#">lastBasicMoodThemeId</a>	the id of the last Basic Mood triggered
	<a href="#">paused</a>	holds true if playback has been paused, after a call to <a href="#">SetPaused(true)</a>
	<a href="#">psaiState</a>	the current state of psai (see <a href="#">PsaiState</a> structure for more info)
	<a href="#">remainingMillisecondsInRestMode</a>	holds the number of remaining milliseconds that psai will stay in Rest Mode. Holds 0 if not in Rest Mode.
	<a href="#">returningToLastBasicMood</a>	holds true if psai is about to transition to the last Basic Mood that was triggered, after a call to <a href="#">ReturnToLastBasicMood(false)</a>
	<a href="#">targetSegmentId</a>	the id of the Segment that will be played next, or -1 if it has not yet been evaluated
	<a href="#">themesQueued</a>	the number of queued Themes that will be played back after the current Theme has ended.
	<a href="#">upcomingIntensity</a>	the dynamic intensity level that will be switched to after the current Segment is over.
	<a href="#">upcomingPsaiState</a>	will differ from psaiSate when psai is transitioning to Silence Mode or Rest Mode.
	<a href="#">upcomingThemeId</a>	the id of the theme that will be played next after the current Theme

### See Also

[PsaiInfo Class](#)  
[psai.net Namespace](#)



psai for Unity

## PsaiInfo Constructor

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

Initializes a new instance of the [PsaiInfo](#) class

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public PsaiInfo()
```



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)

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## PsaiInfo Fields

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

The [PsaiInfo](#) type exposes the following members.

### Fields

	Name	Description
	<a href="#">currentIntensity</a>	the current dynamic Intensity level
	<a href="#">effectiveThemeId</a>	the id of the Theme that is currently playing (or just about to switch to)
	<a href="#">intensityIsHeld</a>	hold true if the automatic decrease of dynamic Intensity is currently disabled
	<a href="#">lastBasicMoodThemeId</a>	the id of the last Basic Mood triggered
	<a href="#">paused</a>	holds true if playback has been paused, after a call to <a href="#">SetPaused(true)</a>
	<a href="#">psaiState</a>	the current state of psai (see <a href="#">PsaiState</a> structure for more info)
	<a href="#">remainingMillisecondsInRestMode</a>	holds the number of remaining milliseconds that psai will stay in Rest Mode. Holds 0 if not in Rest Mode.
	<a href="#">returningToLastBasicMood</a>	holds true if psai is about to transition to the last Basic Mood that was triggered, after a call to <a href="#">ReturnToLastBasicMood(false)</a>
	<a href="#">targetSegmentId</a>	the id of the Segment that will be played next, or -1 if it has not yet been evaluated
	<a href="#">themesQueued</a>	the number of queued Themes that will be played back after the current Theme has ended.
	<a href="#">upcomingIntensity</a>	the dynamic intensity level that will be switched to after the current Segment is over.
	<a href="#">upcomingPsaiState</a>	will differ from psaiSate when psai is transitioning to Silence Mode or Rest Mode.
	<a href="#">upcomingThemeId</a>	the id of the theme that will be played next after the current Theme

### See Also

[PsaiInfo Class](#)  
[psai.net Namespace](#)



psai for Unity

## PsaiInfo.currentIntensity Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the current dynamic Intensity level

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public float currentIntensity
```

#### Field Value

Type: [Single](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.effectiveThemeId Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the id of the Theme that is currently playing (or just about to switch to)

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public int effectiveThemeId
```

#### Field Value

Type: [Int32](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.intensityIsHeld Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

hold true if the automatic decrease of dynamic Intensity is currently disabled

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public bool intensityIsHeld
```

#### Field Value

Type: [Boolean](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.lastBasicMoodThemeId Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the id of the last Basic Mood triggered

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int lastBasicMoodThemeId
```

#### Field Value

Type: [Int32](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.paused Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

holds true if playback has been paused, after a call to [SetPaused\(true\)](#)

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public bool paused
```

#### Field Value

Type: [Boolean](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.psaiState Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the current state of psai (see [PsaiState](#) structure for more info)

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiState psaiState
```

#### Field Value

Type: [PsaiState](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.remainingMillisecondsInRestMode Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

holds the number of remaining milliseconds that psai will stay in Rest Mode. Holds 0 if not in Rest Mode.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int remainingMillisecondsInRestMode
```

#### Field Value

Type: [Int32](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)





psai for Unity

## PsaiInfo.returningToLastBasicMood Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

holds true if psai is about to transition to the last Basic Mood that was triggered, after a call to [ReturnToLastBasicMood\(false\)](#)

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public bool returningToLastBasicMood
```

#### Field Value

Type: [Boolean](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.targetSegmentId Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the id of the Segment that will be played next, or -1 if it has not yet been evaluated

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int targetSegmentId
```

#### Field Value

Type: [Int32](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.themesQueued Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the number of queued Themes that will be played back after the current Theme has ended.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int themesQueued
```

#### Field Value

Type: [Int32](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.upcomingIntensity Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the dynamic intensity level that will be switched to after the current Segment is over.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public float upcomingIntensity
```

#### Field Value

Type: [Single](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.upcomingPsaiState Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

will differ from psaiSate when psai is transitioning to Silence Mode or Rest Mode.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public PsaiState upcomingPsaiState
```

#### Field Value

Type: [PsaiState](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiInfo.upcomingThemeId Field

[PsaiInfo Class](#) [See Also](#) [Send Feedback](#)

the id of the theme that will be played next after the current Theme

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public int upcomingThemeId
```

#### Field Value

Type: [Int32](#)



### See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## PsaiResult Enumeration

[See Also](#) [Send Feedback](#)

The return value of most of psai's api methods

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

### Syntax

**C#**

```
public enum PsaiResult
```

### Members

	Member name	Value	Description
	<b>none</b>	0	
	<b>OK</b>	1	
	<b>alreadyActive</b>	2	
	<b>badCommand</b>	3	
	<b>channelAllocFailed</b>	4	
	<b>channelStolen</b>	5	
	<b>error_file</b>	6	
	<b>file_couldNotSeek</b>	7	
	<b>file_diskEjected</b>	8	
	<b>file_eof</b>	9	
	<b>file_notFound</b>	10	
	<b>format_error</b>	11	
	<b>initialization_error</b>	12	
	<b>internal_error</b>	13	
	<b>invalidHandle</b>	14	
	<b>invalidParam</b>	15	
	<b>memory_error</b>	16	
	<b>notReady</b>	17	
	<b>error_createBufferFailed</b>	18	
	<b>output_format_error</b>	19	
	<b>output_init_failed</b>	20	
	<b>output_failure</b>	21	
	<b>update_error</b>	22	
	<b>error_version</b>	23	
	<b>unknown_theme</b>	24	
	<b>essential_segment_missing</b>	25	
	<b>commandIgnored</b>	26	
	<b>triggerDenied</b>	27	
	<b>triggerIgnoredFollowingThemeAlreadySet</b>	28	
	<b>triggerIgnoredLowPriority</b>	29	
	<b>commandIgnoredMenuModeActive</b>	30	
	<b>commandIgnoredCutsceneActive</b>	31	
	<b>no_basicmood_set</b>	32	

### See Also

[psai.net Namespace](#)



psai for Unity

## PsaiState Enumeration

[See Also](#) [Send Feedback](#)

At any point of time, psai is in exactly one of the following play states

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public enum PsaiState
```



### Members

	Member name	Value	Description
	<b>notready</b>	0	not yet initialized
	<b>silence</b>	1	in silence mode psai will remain silent until the next theme is explicitly triggered
	<b>playing</b>	2	psai is playing music
	<b>rest</b>	3	psai is in a state of silence, but will re-activate itself automatically at some point of time, depending on the settings of the current Theme



### See Also

[psai.net Namespace](#)

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psai for Unity

## SegmentInfo Class

[Members](#) [See Also](#) [Send Feedback](#)

The SegmentInfo struct is used to query information about the Segment with the given id.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public class SegmentInfo
```



### Inheritance Hierarchy

[System.Object](#)

**psai.net.SegmentInfo**



### See Also

[SegmentInfo Members](#)

[psai.net Namespace](#)

[Psaicore.GetSegmentInfo\(Int32\)](#)


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## SegmentInfo Members










[SegmentInfo Class](#) [Constructors](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [SegmentInfo](#) type exposes the following members.

### Constructors

	Name	Description
	<a href="#">SegmentInfo</a>	Initializes a new instance of the <a href="#">SegmentInfo</a> class

### Fields

	Name	Description
	<a href="#">fullLengthInMilliseconds</a>	the full length of the Segment including its pre- and postbeat region, in milliseconds
	<a href="#">id</a>	the Segment's id, which is unique for each Soundtrack
	<a href="#">intensity</a>	the musical intensity of this Segment, as classified within the psai Editor.
	<a href="#">name</a>	the Segment's name
	<a href="#">playcount</a>	the number of times this Segment has been played so far since the soundtrack has been loaded
	<a href="#">postBeatLengthInMilliseconds</a>	the length of the Segment's postbeat region in milliseconds
	<a href="#">preBeatLengthInMilliseconds</a>	the length of the Segment's prebeat region in milliseconds
	<a href="#">segmentSuitabilitiesBitfield</a>	a bitwise combination of the Segment's Suitabilities
	<a href="#">themeId</a>	the id of the Segment's Theme

### See Also

[SegmentInfo Class](#)  
[psai.net Namespace](#)



psai for Unity

## SegmentInfo Constructor

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

Initializes a new instance of the [SegmentInfo](#) class

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public SegmentInfo()
```



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)










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## SegmentInfo Fields

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

The [SegmentInfo](#) type exposes the following members.

### Fields

	Name	Description
	<a href="#">fullLengthInMilliseconds</a>	the full length of the Segment including its pre- and postbeat region, in milliseconds
	<a href="#">id</a>	the Segment's id, which is unique for each Soundtrack
	<a href="#">intensity</a>	the musical intensity of this Segment, as classified within the psai Editor.
	<a href="#">name</a>	the Segment's name
	<a href="#">playcount</a>	the number of times this Segment has been played so far since the soundtrack has been loaded
	<a href="#">postBeatLengthInMilliseconds</a>	the length of the Segment's postbeat region in milliseconds
	<a href="#">preBeatLengthInMilliseconds</a>	the length of the Segment's prebeat region in milliseconds
	<a href="#">segmentSuitabilitiesBitfield</a>	a bitwise combination of the Segment's Suitabilities
	<a href="#">themeId</a>	the id of the Segment's Theme

### See Also

[SegmentInfo Class](#)  
[psai.net Namespace](#)



psai for Unity

## SegmentInfo.fullLengthInMilliseconds Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the full length of the Segment including its pre- and postbeat region, in milliseconds

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int fullLengthInMilliseconds
```

#### Field Value

Type: [Int32](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentInfo.id Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the Segment's id, which is unique for each Soundtrack

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public int id
```

**Field Value**

Type: [Int32](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentInfo.intensity Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the musical intensity of this Segment, as classified within the psai Editor.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public float intensity
```

#### Field Value

Type: [Single](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentInfo.name Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the Segment's name

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public string name
```

#### Field Value

Type: [String](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)





psai for Unity

## SegmentInfo.playcount Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the number of times this Segment has been played so far since the soundtrack has been loaded

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int playcount
```

#### Field Value

Type: [Int32](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentInfo.postBeatLengthInMilliseconds Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the length of the Segment's postbeat region in milliseconds

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int postBeatLengthInMilliseconds
```

#### Field Value

Type: [Int32](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentInfo.preBeatLengthInMilliseconds Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the length of the Segment's prebeat region in milliseconds

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int preBeatLengthInMilliseconds
```

#### Field Value

Type: [Int32](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentInfo.segmentSuitabilitiesBitfield Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

a bitwise combination of the Segment's Suitabilities

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public int segmentSuitabilitiesBitfield
```

#### Field Value

Type: [Int32](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentInfo.themeId Field

[SegmentInfo Class](#) [See Also](#) [Send Feedback](#)

the id of the Segment's Theme

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int themeId
```

#### Field Value

Type: [Int32](#)



### See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SegmentSuitability Enumeration

[See Also](#) [Send Feedback](#)

Flags that mark the suitability of a Segment for different playback position within its Theme

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public enum SegmentSuitability
```



### Members

	Member name	Value	Description
	<b>none</b>	0	no suitability set yet
	<b>start</b>	1	suitable to start a Theme out of silence
	<b>middle</b>	2	suitable to be played in the middle of a Theme
	<b>end</b>	4	suitable to end its Theme and go to silence
	<b>bridge</b>	8	this Segment shall generally be used when transitioning from other Groups to this Segment's Group
	<b>whatever</b>	15	all bits set (internal use only)



### See Also

[psai.net Namespace](#)



psai for Unity

## SoundtrackInfo Class

[Members](#) [See Also](#) [Send Feedback](#)

The SoundtrackInfo class is used to retrieve information about the psai Soundtrack currently loaded.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public class SoundtrackInfo
```



### Inheritance Hierarchy

[System.Object](#)

**psai.net.SoundtrackInfo**



### See Also

[SoundtrackInfo Members](#)

[psai.net Namespace](#)

[PsaiCore.GetSoundtrackInfo\(\)](#)


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## SoundtrackInfo Members



[SoundtrackInfo Class](#) [Constructors](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [SoundtrackInfo](#) type exposes the following members.

### Constructors

	Name	Description
	<a href="#">SoundtrackInfo</a>	Initializes a new instance of the <a href="#">SoundtrackInfo</a> class

### Fields

	Name	Description
	<a href="#">themeCount</a>	the number of Themes currently loaded
	<a href="#">themeIds</a>	an array of length themeCount, that will hold all the Theme ids of the Soundtrack currently loaded

### See Also

[SoundtrackInfo Class](#)  
[psai.net Namespace](#)





psai for Unity

## SoundtrackInfo Constructor

[SoundtrackInfo Class](#) [See Also](#) [Send Feedback](#)

Initializes a new instance of the [SoundtrackInfo](#) class

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public SoundtrackInfo()
```



### See Also

[SoundtrackInfo Class](#)

[SoundtrackInfo Members](#)

[psai.net Namespace](#)

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## SoundtrackInfo Fields

[SoundtrackInfo Class](#) [See Also](#) [Send Feedback](#)

The [SoundtrackInfo](#) type exposes the following members.

### Fields

	Name	Description
	<a href="#">themeCount</a>	the number of Themes currently loaded
	<a href="#">themeIds</a>	an array of length themeCount, that will hold all the Theme ids of the Soundtrack currently loaded

### See Also

[SoundtrackInfo Class](#)  
[psai.net Namespace](#)

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psai for Unity

## SoundtrackInfo.themeCount Field

[SoundtrackInfo Class](#) [See Also](#) [Send Feedback](#)

the number of Themes currently loaded

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int themeCount
```

#### Field Value

Type: [Int32](#)



### See Also

[SoundtrackInfo Class](#)

[SoundtrackInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## SoundtrackInfo.themelds Field

[SoundtrackInfo Class](#) [See Also](#) [Send Feedback](#)

an array of length themeCount, that will hold all the Theme ids of the Soundtrack currently loaded

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int[] themeIds
```

#### Field Value

Type: [Int32](#)[]



### See Also

[SoundtrackInfo Class](#)

[SoundtrackInfo Members](#)

[psai.net Namespace](#)

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## ThemeInfo Class

[Members](#) [See Also](#) [Send Feedback](#)

The ThemeInfo struct is used to query information about the Theme with the given id.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public class ThemeInfo
```



### Inheritance Hierarchy

[System.Object](#)

**psai.net.ThemeInfo**



### See Also

[ThemeInfo Members](#)

[psai.net Namespace](#)

[Psaicore.GetThemeInfo\(Int32\)](#)


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## ThemeInfo Members


[ThemeInfo Class](#) [Constructors](#) [Methods](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [ThemeInfo](#) type exposes the following members.





### Constructors

	Name	Description
	<a href="#">ThemeInfo</a>	Initializes a new instance of the <a href="#">ThemeInfo</a> class

### Methods

	Name	Description
	<a href="#">ToString</a>	Returns a string representation of the ThemeInfo object. (Overrides <a href="#">Object.ToString()</a> .)

### Fields

	Name	Description
	<a href="#">id</a>	The id of the Theme, which is unique for each Soundtrack.
	<a href="#">name</a>	the Theme's name
	<a href="#">segmentIds</a>	an array containing the ids of all Segments of this Theme
	<a href="#">type</a>	The Theme's ThemeType

### See Also

[ThemeInfo Class](#)  
[psai.net Namespace](#)



psai for Unity

## ThemeInfo Constructor

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

Initializes a new instance of the [ThemeInfo](#) class

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public ThemeInfo()
```



### See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)





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## ThemeInfo Fields

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

The [ThemeInfo](#) type exposes the following members.

### Fields

	Name	Description
	<a href="#">id</a>	The id of the Theme, which is unique for each Soundtrack.
	<a href="#">name</a>	the Theme's name
	<a href="#">segmentIds</a>	an array containing the ids of all Segments of this Theme
	<a href="#">type</a>	The Theme's ThemeType

### See Also

[ThemeInfo Class](#)  
[psai.net Namespace](#)





psai for Unity

## ThemeInfo.id Field

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

The id of the Theme, which is unique for each Soundtrack.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public int id
```

#### Field Value

Type: [Int32](#)



### See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## ThemeInfo.name Field

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

the Theme's name

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public string name
```

#### Field Value

Type: [String](#)



### See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)

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psai for Unity

## ThemeInfo.segmentIds Field

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

an array containing the ids of all Segments of this Theme

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public int[] segmentIds
```

#### Field Value

Type: [Int32](#)[]



### See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)



psai for Unity

## ThemeInfo.type Field

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

The Theme's ThemeType

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

```
public ThemeType type
```

#### Field Value

Type: [ThemeType](#)



### See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)


[psai.net Namespace](#)

## ThemeInfo Methods

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

The [ThemeInfo](#) type exposes the following members.

### Methods

	Name	Description
	<a href="#">ToString</a>	Returns a string representation of the ThemeInfo object. (Overrides <a href="#">Object.ToString()</a> .)

### See Also

[ThemeInfo Class](#)  
[psai.net Namespace](#)



psai for Unity

## ThemeInfo.ToString Method

[ThemeInfo Class](#) [See Also](#) [Send Feedback](#)

Returns a string representation of the ThemeInfo object.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

#### C#

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

#### Return Value

Type: [String](#)

string



### See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)

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## ThemeType Enumeration

[See Also](#) [Send Feedback](#)

Defines the playback priority and general playback behavior of a Theme.

**Namespace:** [psai.net](#)

**Assembly:** psaiDotNet (in psaiDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



### Syntax

**C#**

```
public enum ThemeType
```



### Members

	Member name	Value	Description
	<b>none</b>	0	not yet initialized
	<b>basicMood</b>	1	Basic Moods are for common background music when nothing special is happening.
	<b>basicMoodAlt</b>	2	Basic Mood Alterations will not interrupt a Basic Mood immediately, and will return to the previous Basic Mood.
	<b>dramaticEvent</b>	7	Dramatic Events always interrupt Basic Moods (Alterations) immediately, and will return to last Basic Mood.
	<b>action</b>	3	Action Events interrupt Basic Moods (Alterations) immediately. Use these for battle music when the player is suddenly attacked.
	<b>shock</b>	5	Shock Events will interrupt Action Events immediately and will afterwards return to Theme that was interrupted.
	<b>highlightLayer</b>	6	Highlight Layers are not really a Theme but used for short Segments that will be layered unsynchronized above the current Segment, if marked as compatible.



### See Also

[psai.net Namespace](#)