

Unity HRM

0.9

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

MonoBehaviour	
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Chapter 2

Class Index

2.1 Class List

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

[ExampleScript](#)

State object for receiving data from remote device.

[5](#)

[SocketManager](#)

Manages receiving of updates from Miolink.

[6](#)

[StateObject](#)

State object for receiving data from remote device.

[8](#)

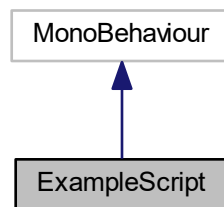
Chapter 3

Class Documentation

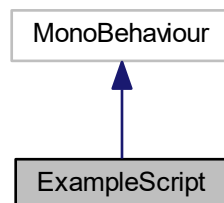
3.1 ExampleScript Class Reference

State object for receiving data from remote device.

Inheritance diagram for ExampleScript:



Collaboration diagram for ExampleScript:



3.1.1 Detailed Description

State object for receiving data from remote device.

Definition at line 6 of file ExampleScript.cs.

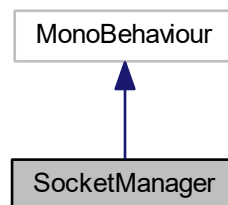
The documentation for this class was generated from the following file:

- ExampleScript.cs

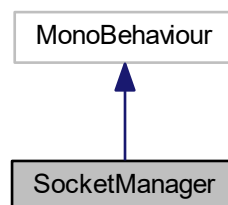
3.2 SocketManager Class Reference

Manages receiving of updates from Miolink.

Inheritance diagram for SocketManager:



Collaboration diagram for SocketManager:



Public Member Functions

- delegate void [HeartRateChanged](#) (int heart_rate)
The event callback.

Static Public Member Functions

- static void [StartClient](#) ()
Start listener for updates from MioLink.
- static void [Shutdown](#) ()
Close the server.

Events

- static [HeartRateChanged](#) [OnHeartRateChanged](#)
The event other classes can subscribe to.

3.2.1 Detailed Description

Manages receiving of updates from Miolink.

Definition at line 24 of file SocketManager.cs.

3.2.2 Member Function Documentation

3.2.2.1 Shutdown()

```
static void SocketManager.Shutdown ( ) [static]
```

Close the server.

Definition at line 167 of file SocketManager.cs.

3.2.2.2 StartClient()

```
static void SocketManager.StartClient ( ) [static]
```

Start listener for updates from MioLink.

Definition at line 35 of file SocketManager.cs.

Here is the call graph for this function:



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

- SocketCom/SocketManager.cs

3.3 StateObject Class Reference

State object for receiving data from remote device.

Public Attributes

- Socket `workSocket` = null
Client socket.
- byte[] `buffer` = new byte[`BufferSize`]
Receive buffer.
- List< byte > `response` = new List<byte>()
Received data string.

Static Public Attributes

- const int `BufferSize` = 256
Size of receive buffer.

3.3.1 Detailed Description

State object for receiving data from remote device.

Definition at line 12 of file SocketManager.cs.

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

- SocketCom/SocketManager.cs

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