

# Namespace Promezio.OAIAPI

## Classes

[OAIAPI](#)

# Class OAIAPI

Namespace: [Promezio.OAIAPI](#)

Assembly: OAIAPI.dll

```
public class OAIAPI
```

## Inheritance

[object](#)  ← OAIAPI

## Inherited Members

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

## Constructors

### OAIAPI(string, LogLevel)

```
public OAIAPI(string apikey, LogLevel logLevel = LogLevel.Warning)
```

## Parameters

apikey [string](#) 

logLevel [LogLevel](#)

## Properties

### Chat

```
public Chat Chat { get; }
```

## Property Value

[Chat](#)

# Files

```
public Files Files { get; }
```

Property Value

[Files](#)

# FineTuning

```
public FineTuning FineTuning { get; }
```

Property Value

[FineTuning](#)

# Speech

```
public Speech Speech { get; }
```

Property Value

[Speech](#)

# Transcription

```
public Transcription Transcription { get; }
```

Property Value

[Transcription](#)

# Namespace Promezio.OAIAPICapabilities

## Classes

[Capability](#)

# Class Capability

Namespace: [Promezio.OAIAPICapabilities](#)

Assembly: OAIAPIC.dll

```
public abstract class Capability
```








## Inheritance

[object](#)  ← Capability

## Derived

[Chat](#), [Embedding](#), [Files](#), [FineTuning](#), [Speech](#), [Transcription](#)

## Inherited Members

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

# Constructors

## Capability(string, Logger)

```
public Capability(string apikey, Logger logger)
```

## Parameters

**apikey** [string](#) 

**logger** [Logger](#)

# Fields

## \_apikey

```
protected string _apikey
```

## Field Value

[string](#)↗

`_logger`

`protected` `Logger` `_logger`

Field Value

[Logger](#)

`_serializerOptions`

`protected` `JsonSerializerOptions` `_serializerOptions`

Field Value

[JsonSerializerOptions](#)↗

# Namespace Promezio.OAIAPICapabilities.Chat

## Classes

### [Chat](#)

Represents a chat client for interacting with OpenAI completion chat model API.

### [ChatResponse](#)

Represents the OpenAI API response for a chat completion request.

### [ChatStreamResponse](#)

Represents a response from a chat stream.

### [Choice](#)

Represents a list of chat completion choices.

### [Config](#)

A Configuration class for the chat capability

### [ResponseFormatTypes](#)

### [Role](#)

Represents the role of the author of a specific message.

### [StreamChoice](#)

Represents a choice within a stream, encapsulating information about the selection index, a potential chat message update, and the reason for concluding the stream.

### [Usage](#)

Represents an object with statistics for the completion request.

## Structs

### [ChatMessage](#)

Represents a chat message sent and received from the API.

### [ResponseFormat](#)

# Class Chat

Namespace: [Promezio.OAI.API.Capabilities.Chat](#)

Assembly: OAI.API.dll








Represents a chat client for interacting with OpenAI completion chat model API.

```
public class Chat : Capability
```

## Inheritance

[object](#)  ← [Capability](#)  ← Chat

## Inherited Members

[Capability.serializerOptions](#), [Capability.apikey](#), [Capability.logger](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Constructors

## Chat(string, Logger)

Create a new instance of the Chat class with the specified API key.

```
public Chat(string apikey, Logger logger)
```

## Parameters

**apikey** [string](#) 

The API key for authentication.

**logger** [Logger](#)

Represents a chat client for interacting with OpenAI completion chat model API.

# Methods



## Dispatch(string)

Sends a message to the chat model and receives a response.

```
public Task<ChatResponse?> Dispatch(string prompt)
```

### Parameters

**prompt** [string](#)

The message to send to the model.

### Returns

[Task](#) <[ChatResponse](#)>

A task that represents the asynchronous operation, containing the chat response.

## DispatchStream(string)

```
public IEnumerable<ChatStreamResponse?> DispatchStream(string prompt)
```

### Parameters

**prompt** [string](#)

Represents a chat client for interacting with OpenAI completion chat model API.

### Returns

[IEnumerable](#) <[ChatStreamResponse](#)>

Represents a chat client for interacting with OpenAI completion chat model API.

## Init(Config)

Init the instance of the Chat class with the configuration.

```
public void Init(Config config)
```

## Parameters

config [Config](#)

Represents a chat client for interacting with OpenAI completion chat model API.

# Struct ChatMessage

Namespace: [Promezio.OAIAPICapabilities.Chat](#)

Assembly: OAIAPIC.dll

Represents a chat message sent and received from the API.

```
public struct ChatMessage
```

## Inherited Members

[ValueType.Equals\(object\)](#)<sup>↗</sup> , [ValueType.GetHashCode\(\)](#)<sup>↗</sup> , [ValueType.ToString\(\)](#)<sup>↗</sup> ,  
[object.Equals\(object, object\)](#)<sup>↗</sup> , [object.GetType\(\)](#)<sup>↗</sup> , [object.ReferenceEquals\(object, object\)](#)<sup>↗</sup>

## Properties

### Content

```
public string? Content { readonly get; set; }
```

### Property Value

[string](#)<sup>↗</sup>

Represents a chat message sent and received from the API.

### Role

```
public string? Role { readonly get; set; }
```

### Property Value

[string](#)<sup>↗</sup>

Represents a chat message sent and received from the API.

# Class ChatResponse

Namespace: [Promezio.OAI.API.Capabilities.Chat](#)

Assembly: OAI.API.dll

Represents the OpenAI API response for a chat completion request.

```
public class ChatResponse
```

## Inheritance

[object](#)  ← ChatResponse

## Inherited Members

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

## Properties

### Choices

```
public Choice[]? Choices { get; set; }
```

### Property Value

[Choice](#) []

Represents the OpenAI API response for a chat completion request.

### Created

```
public int? Created { get; set; }
```

### Property Value

[int](#) ?

Represents the OpenAI API response for a chat completion request.

## Error

```
public string? Error { get; set; }
```

### Property Value

[string](#)

Represents the OpenAI API response for a chat completion request.

## Id

```
public string? Id { get; set; }
```

### Property Value

[string](#)

Represents the OpenAI API response for a chat completion request.

## Model

```
public string? Model { get; set; }
```

### Property Value

[string](#)

Represents the OpenAI API response for a chat completion request.

## Status

```
public bool Status { get; set; }
```

## Property Value

[bool](#)

Represents the OpenAI API response for a chat completion request.

## System\_fingerprint

```
public string? System_fingerprint { get; set; }
```

## Property Value

[string](#)

Represents the OpenAI API response for a chat completion request.

## Usage

```
public Usage? Usage { get; set; }
```

## Property Value

[Usage](#)

Represents the OpenAI API response for a chat completion request.

## Methods

### GetMessage()

```
public string? GetMessage()
```

## Returns

[string](#) 

Represents the OpenAI API response for a chat completion request.

# Class ChatStreamResponse

Namespace: [Promezio.OAIAPICapabilities.Chat](#)

Assembly: OAIAPIC.dll

Represents a response from a chat stream.

```
public class ChatStreamResponse
```

## Inheritance

[object](#) ← ChatStreamResponse

## Inherited Members

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

## Remarks

This class encapsulates the data received as a response from a chat stream, including the unique identifier of the response, creation timestamp, model used, system fingerprint, and the array of response choices. It also provides a method to retrieve the message content from the first choice, if available.

## Properties

### Choices

```
public StreamChoice[]? Choices { get; set; }
```

### Property Value

[StreamChoice\[\]](#)

Represents a response from a chat stream.

## Created



```
public int? Created { get; set; }
```

## Property Value

[int](#)?

Represents a response from a chat stream.

## Id

```
public string? Id { get; set; }
```

## Property Value

[string](#)

Represents a response from a chat stream.

## Model

```
public string? Model { get; set; }
```

## Property Value

[string](#)

Represents a response from a chat stream.

## System\_fingerprint

```
public string? System_fingerprint { get; set; }
```

## Property Value

[string](#)

Represents a response from a chat stream.

## Methods

### GetMessage()

Retrieves the content of the message from the first choice in the response.

```
public string? GetMessage()
```

### Returns

[string](#) 

A string containing the message content, or an empty string if no content is available.

# Class Choice

Namespace: [Promezio.OAIAPICapabilities.Chat](#)

Assembly: OAIAPIC.dll

Represents a list of chat completion choices.

```
public class Choice
```

## Inheritance

[object](#) ← Choice

## Inherited Members

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

# Properties

## Finish\_reason

```
public string? Finish_reason { get; set; }
```

## Property Value

[string](#)

Represents a list of chat completion choices.

## Index

```
public int? Index { get; set; }
```

## Property Value

[int](#)?

Represents a list of chat completion choices.

## Message

```
public ChatMessage? Message { get; set; }
```

### Property Value

[ChatMessage?](#)

Represents a list of chat completion choices.

# Class Config

Namespace: [Promezio.OAIAPL.Capabilities.Chat](#)

Assembly: OAIAPL.dll

A Configuration class for the chat capability

```
public class Config
```

## Inheritance

[object](#) ← Config

## Inherited Members

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

## Constructors

Config(string, int, bool, int?, int?, int, decimal, ResponseFormat?, int?, decimal, decimal, string?)

Initializes the configuration instance with specified parameters.

```
public Config(string model, int frequencyPenalty = 0, bool logprobs = false, int? topLogprobs = null, int? maxTokens = null, int n = 1, decimal presencePenalty = 0, ResponseFormat? responseFormat = null, int? seed = null, decimal temperature = 1, decimal topP = 1, string? user = null)
```

## Parameters

model [string](#)

The model identifier used for generating responses.

frequencyPenalty [int](#)

A Configuration class for the chat capability

logprobs [bool](#)

Optional flag to include log probabilities in the response. Default is false.

**topLogprobs** [int](#)?

A Configuration class for the chat capability

**maxTokens** [int](#)?

A Configuration class for the chat capability

**n** [int](#)

Number of responses to generate. Default is 1.

**presencePenalty** [decimal](#)

A Configuration class for the chat capability

**responseFormat** [ResponseFormat](#)?

A Configuration class for the chat capability

**seed** [int](#)?

Optional seed for random number generation. Default is null.

**temperature** [decimal](#)

Controls randomness in response generation, ranging from 0 to 2. Default is 1.

**topP** [decimal](#)

A Configuration class for the chat capability

**user** [string](#)

Optional user identifier. Default is null.

## Remarks

This method sets up the parameters for generating responses using a specific model. It includes various options to control the generation behavior, such as penalties, probabilities, and format of the response.

## Exceptions

[ArgumentOutOfRangeException](#)

Thrown when provided arguments are outside their allowed range.

## Properties

### FrequencyPenalty

```
public int FrequencyPenalty { get; set; }
```

Property Value

[int](#)

A Configuration class for the chat capability

### Logprobs

```
public bool Logprobs { get; set; }
```

Property Value

[bool](#)

A Configuration class for the chat capability

### MaxTokens

```
public int? MaxTokens { get; set; }
```

Property Value

[int](#)

A Configuration class for the chat capability

## Model

```
public string? Model { get; set; }
```

## Property Value

[string](#)

A Configuration class for the chat capability

## N

```
public int N { get; set; }
```

## Property Value

[int](#)

A Configuration class for the chat capability

## PresencePenalty

```
public decimal PresencePenalty { get; set; }
```

## Property Value

[decimal](#)

A Configuration class for the chat capability

## ResponseFormat

```
public ResponseFormat? ResponseFormat { get; set; }
```

## Property Value

[ResponseFormat?](#)



A Configuration class for the chat capability

## Seed

```
public int? Seed { get; set; }
```

### Property Value

[int](#)?

A Configuration class for the chat capability

## Stop

```
public string[]? Stop { get; set; }
```

### Property Value

[string](#)[]

A Configuration class for the chat capability

## Stream

```
public bool Stream { get; set; }
```

### Property Value

[bool](#)

A Configuration class for the chat capability

## Temperature

```
public decimal Temperature { get; set; }
```

Property Value

[decimal](#)

A Configuration class for the chat capability

## TopLogprobs

```
public int? TopLogprobs { get; set; }
```

Property Value

[int](#)?

A Configuration class for the chat capability

## TopP

```
public decimal TopP { get; set; }
```

Property Value

[decimal](#)

A Configuration class for the chat capability

## User

```
public string? User { get; set; }
```

Property Value

[string](#)

A Configuration class for the chat capability







# Struct ResponseFormat

Namespace: [Promezio.OAIAPL.Capabilities.Chat](#)

Assembly: OAIAPL.dll

```
public struct ResponseFormat
```

## Inherited Members

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

## Properties

### Type

```
public string Type { readonly get; set; }
```

Property Value

[string](#)

## Methods

### ToAnonymousType()

```
public object ToAnonymousType()
```

Returns

[object](#)

# Class ResponseFormatTypes

Namespace: [Promezio.OAIAPICapabilities.Chat](#)

Assembly: OAIAPIC.dll

```
public class ResponseFormatTypes
```

## Inheritance

[object](#) ← ResponseFormatTypes

## Inherited Members

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

## Properties

### JSON

```
public static string JSON { get; }
```

### Property Value

[string](#)

### TEXT

```
public static string TEXT { get; }
```

### Property Value

[string](#)


## Methods

# IsValid(string?)

Validates whether a given format name corresponds to any of the predefined format names in this class.

```
public static bool IsValid(string? format)
```

## Parameters

format [string](#)

The name of the response format to validate.

## Returns

[bool](#)

True if the format name exists in the predefined formats; otherwise, false.

# Class Role

Namespace: [Promezio.OAIAPL.Capabilities.Chat](#)

Assembly: OAIAPL.dll

Represents the role of the author of a specific message.

```
public class Role
```

## Inheritance

[object](#)  ← Role

## Inherited Members

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

# Properties

## ASSISTANT

```
public static string ASSISTANT { get; }
```

## Property Value

[string](#) 

Represents the role of the author of a specific message.

## SYSTEM

```
public static string SYSTEM { get; }
```

## Property Value

[string](#) 

Represents the role of the author of a specific message.

## USER

```
public static string USER { get; }
```

### Property Value

[string](#) 

Represents the role of the author of a specific message.

## Methods

### IsValid(string)

Validates whether a given role name corresponds to any of the predefined role names in this class.

```
public static bool IsValid(string role)
```

### Parameters

**role** [string](#) 

The name of the role to validate.

### Returns

[bool](#) 

True if the role name exists in the predefined roles; otherwise, false.



# Class StreamChoice

Namespace: [Promezio.OAIAPICapabilities.Chat](#)

Assembly: OAIAPIC.dll

Represents a choice within a stream, encapsulating information about the selection index, a potential chat message update, and the reason for concluding the stream.

```
public class StreamChoice
```

## Inheritance

[object](#) ← StreamChoice

## Inherited Members

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

# Properties

## Delta

```
public ChatMessage? Delta { get; set; }
```

## Property Value

[ChatMessage?](#)

Represents a choice within a stream, encapsulating information about the selection index, a potential chat message update, and the reason for concluding the stream.

## Finish\_reason

```
public string? Finish_reason { get; set; }
```

## Property Value

[string](#) 

Represents a choice within a stream, encapsulating information about the selection index, a potential chat message update, and the reason for concluding the stream.

## Index

```
public int Index { get; set; }
```

## Property Value

[int](#) 

Represents a choice within a stream, encapsulating information about the selection index, a potential chat message update, and the reason for concluding the stream.

# Class Usage

Namespace: [Promezio.OAIAPICapabilities.Chat](#)

Assembly: OAIAPIC.dll

Represents an object with statistics for the completion request.

```
public class Usage
```

## Inheritance

[object](#)  ← Usage

## Inherited Members

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

# Properties

## Completion\_tokens

```
public int Completion_tokens { get; set; }
```

## Property Value

[int](#) 

Represents an object with statistics for the completion request.

## Prompt\_tokens

```
public int Prompt_tokens { get; set; }
```

## Property Value

[int](#) 

Represents an object with statistics for the completion request.

## Total\_tokens

```
public int Total_tokens { get; set; }
```

### Property Value

[int](#)

Represents an object with statistics for the completion request.

# Namespace Promezio.OAIAPICapabilities.

## Embedding

### Classes

[Embedding](#)

# Class Embedding

Namespace: [Promezio.OAIAPICapabilities.Embedding](#)








Assembly: OAIAPIC.dll

```
public class Embedding : Capability
```

## Inheritance

[object](#)  ← [Capability](#) ← Embedding

## Inherited Members

[Capability.serializerOptions](#) , [Capability.apikey](#) , [Capability.logger](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Constructors

### Embedding(string, Logger)

```
public Embedding(string apikey, Logger logger)
```

## Parameters

apikey [string](#) 

logger [Logger](#)

## Methods

### Create()

```
public void Create()
```

### CreateFromCSV()

```
public void CreateFromCSV()
```

## CreateFromJSON()

```
public void CreateFromJSON()
```

# Namespace Promezio.OAIAPICapabilities.Files

## Classes

### [FileObject](#)

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAIAPICapabilities context.

### [Files](#)

The Files class provides functionalities to interact with the OpenAI REST API for file operations. It allows for uploading, listing, retrieving, deleting, and accessing the content of files.

### [Purposes](#)



# Class FileObject

Namespace: [Promezio.OAI.API.Capabilities.Files](#)

Assembly: OAI.API.dll








Represents a file object with specific attributes for managing and tracking files within the Promezio.OAI.API context.

```
public class FileObject
```

## Inheritance

[object](#)  ← FileObject

## Inherited Members

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

# Properties

## Bytes

Gets or sets the size of the file in bytes.

```
public uint? Bytes { get; set; }
```

## Property Value

[uint](#)  ?

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAI.API context.

## Created\_at

Gets or sets the creation timestamp of the file.

```
public uint? Created_at { get; set; }
```

## Property Value

[uint](#)?

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAI-API context.

## Filename

Gets or sets the filename.

```
public string? Filename { get; set; }
```

## Property Value

[string](#)

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAI-API context.

## Id

Gets or sets the unique identifier for the file.

```
public string? Id { get; set; }
```

## Property Value

[string](#)

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAI-API context.

## Purpose

Gets or sets the purpose of the file, based on the predefined purposes in the Purposes dictionary.

```
public string? Purpose { get; set; }
```

## Property Value

[string](#) 

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAI API context.

# Class Files

Namespace: [Promezio.OAIAPICapabilities.Files](#)

Assembly: OAIAPIC.dll








The Files class provides functionalities to interact with the OpenAI REST API for file operations. It allows for uploading, listing, retrieving, deleting, and accessing the content of files.

```
public class Files : Capability
```

## Inheritance

[object](#)  ← [Capability](#) ← Files

## Inherited Members

[Capability.serializerOptions](#) , [Capability.apikey](#) , [Capability.logger](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Remarks

This class is part of the Promezio.OAIAPIC library and extends the Capability base class. It requires an API key and a Logger instance for initialization.

## Constructors

### Files(string, Logger)

Initializes a new instance of the Files class.

```
public Files(string apikey, Logger logger)
```

## Parameters

**apikey** [string](#) 

The API key for authenticating with the OpenAI API.

**logger** [Logger](#)

The logger instance for logging purposes.

## Methods

### Content(string)

Retrieves the content of a specific file by its ID from the OpenAI API.

```
public Task<string> Content(string fileID)
```

#### Parameters

**fileID** [string](#) 

The ID of the file whose content is to be retrieved.

#### Returns

[Task](#)  <[string](#)  >

A string containing the content of the file.

#### Exceptions

[ArgumentException](#) 

Thrown when the provided file ID is not in a valid format.

[HttpRequestException](#) 

Thrown when the HTTP request to the OpenAI API fails.

### Delete(string)

Deletes a specific file by its ID from the OpenAI API.

```
public Task<bool> Delete(string fileID)
```

#### Parameters

**fileID** [string](#)

The ID of the file to delete.

Returns

[Task](#) <[bool](#)>

True if the file is successfully deleted, otherwise false.

Exceptions

[ArgumentException](#)

Thrown when the provided file ID is not in a valid format.

[HttpRequestException](#)

Thrown when the HTTP request to the OpenAI API fails.

## List()

Lists all files uploaded by the user to the OpenAI API.

```
public Task<FileObject[]?> List()
```

Returns

[Task](#) <[FileObject](#)[]>

An array of FileObject instances, or null if no files are found.

Exceptions

[HttpRequestException](#)

Thrown when the HTTP request to the OpenAI API fails.

## Retrieve(string)

Retrieves a specific file by its ID from the OpenAI API.

```
public Task<FileObject> Retrieve(string fileID)
```

## Parameters

**fileID** [string](#)

The ID of the file to retrieve.

## Returns

[Task](#) <[FileObject](#)>

A FileObject representing the retrieved file.

## Exceptions

[ArgumentException](#)

Thrown when the provided file ID is not in a valid format.

[HttpRequestException](#)

Thrown when the HTTP request to the OpenAI API fails.

[JsonException](#)

Thrown when parsing the API response fails.

## Upload(string, string)

Uploads a file to the OpenAI API for processing.

```
public Task<FileObject> Upload(string fileURI, string filePurpose)
```

## Parameters

**fileURI** [string](#)

The URI of the file to be uploaded.

**filePurpose** [string](#)

The purpose of the file upload, which must be a valid purpose as defined by OpenAI.

## Returns

[Task](#)  <[FileObject](#)>

A FileObject representing the uploaded file.

## Exceptions

[ArgumentException](#) 

Thrown when the provided file purpose is not valid.

[HttpRequestException](#) 

Thrown when the HTTP request to the OpenAI API fails.

[JsonException](#) 

Thrown when parsing the API response fails.



# Class Purposes

Namespace: [Promezio.OAIAPICapabilities.Files](#)








Assembly: OAIAPIC.dll

```
public class Purposes
```

## Inheritance

[object](#)  ← Purposes

## Inherited Members

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

# Properties

## ASSISTANTS

```
public static string ASSISTANTS { get; }
```

Property Value

[string](#) 

## ASSISTANTS\_OUTPUT

```
public static string ASSISTANTS_OUTPUT { get; }
```

Property Value

[string](#) 

## FINE\_TUNE

```
public static string FINE_TUNE { get; }
```

Property Value

[string](#)

## FINE\_TUNE\_RESULTS

```
public static string FINE_TUNE_RESULTS { get; }
```

Property Value

[string](#)

## Methods

### IsValid(string)

Validates whether a given purpose name corresponds to any of the predefined purpose names in this class.

```
public static bool IsValid(string purpose)
```

Parameters

**purpose** [string](#)

The name of the purpose to validate.

Returns

[bool](#)

True if the purpos name exists in the predefined purposes; otherwise, false.

# Namespace Promezio.OAIAPICapabilities.FineTuning

## Classes

### [DecimalFromStringConverter](#)

Custom JSON converter for handling the conversion of decimal values from JSON. This converter supports reading decimal values from JSON, whether they are represented as numbers or strings.

### [FineTuning](#)

The FineTuning class provides methods to interact with the Fine Tuning capability of the OpenAI API. This capability allows for creating, listing, retrieving, and canceling fine-tuning jobs for machine learning models.

### [FineTuningEvent](#)

Represents an event in the context of fine-tuning operations in the Promezio OAIAPICapabilities namespace. This class is designed to capture and represent various aspects of an event that occurs during the fine-tuning process.

### [FineTuningObject](#)

Represents a fine-tuning operation within the Promezio OAIAPICapabilities namespace, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

### [Hyperparameters](#)

Represents the hyperparameters for a fine-tuning process in the Promezio OAIAPICapabilities namespace.

### [Models](#)

Provides a collection of predefined AI model names and a method to validate model names. This class serves as a central repository for referencing different AI models supported by the Promezio OAIAPICapabilities namespace.

### [TuningError](#)

Represents an error encountered during the fine-tuning process

# Class DecimalFromStringConverter

Namespace: [Promezio.OAIAPL.Capabilities.FineTuning](#)

Assembly: OAIAPL.dll

Custom JSON converter for handling the conversion of decimal values from JSON. This converter supports reading decimal values from JSON, whether they are represented as numbers or strings.

```
public class DecimalFromStringConverter : JsonConverter<decimal>
```

## Inheritance

[object](#) < [JsonConverter](#) < [JsonConverter](#) < [decimal](#) > > < DecimalFromStringConverter

## Inherited Members

[JsonConverter<decimal>.CanConvert\(Type\)](#),  
[JsonConverter<decimal>.ReadAsPropertyName\(ref Utf8JsonReader, Type, JsonSerializerOptions\)](#),  
[JsonConverter<decimal>.WriteAsPropertyName\(Utf8JsonWriter, decimal, JsonSerializerOptions\)](#),  
[JsonConverter<decimal>.HandleNull](#), [JsonConverter<decimal>.Type](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### Read(ref Utf8JsonReader, Type, JsonSerializerOptions)

Reads a decimal value from a JSON reader.

```
public override decimal Read(ref Utf8JsonReader reader, Type typeToConvert,  
    JsonSerializerOptions options)
```

## Parameters

**reader** [Utf8JsonReader](#)

The UTF8 JSON reader to read from.

**typeToConvert** [Type](#)

The type to convert.

**options** [JsonSerializerOptions](#)

The serializer options to use.

Returns

[decimal](#)

The decimal value read from the JSON.

Exceptions

[JsonException](#)

Thrown when unable to convert the string to a decimal.

## Write(Utf8JsonWriter, decimal, JsonSerializerOptions)

Writes a decimal value to a JSON writer.

```
public override void Write(Utf8JsonWriter writer, decimal value,  
    JsonSerializerOptions options)
```

Parameters

**writer** [Utf8JsonWriter](#)

The UTF8 JSON writer to write to.

**value** [decimal](#)

The decimal value to write.

**options** [JsonSerializerOptions](#)

The serializer options to use.

# Class FineTuning

Namespace: [Promezio.OAIAPICapabilities.FineTuning](#)

Assembly: OAIAPIC.dll








The FineTuning class provides methods to interact with the Fine Tuning capability of the OpenAI API. This capability allows for creating, listing, retrieving, and canceling fine-tuning jobs for machine learning models.

```
public class FineTuning : Capability
```

## Inheritance

[object](#)  ← [Capability](#)  ← FineTuning

## Inherited Members

[Capability.serializerOptions](#), [Capability.apikey](#), [Capability.logger](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Constructors

## FineTuning(string, Logger)

Initializes a new instance of the FineTuning class with the provided API key and logger.

```
public FineTuning(string apikey, Logger logger)
```

## Parameters

**apikey** [string](#) 

The API key used for authentication.

**logger** [Logger](#)

An instance of the logger for capturing log messages.

# Methods

## Cancel(string)

Cancels a specific fine-tuning job.

```
public Task<FineTuningObject?> Cancel(string jobID)
```

### Parameters

**jobID** [string](#)

The ID of the fine-tuning job to be canceled.

### Returns

[Task](#) <[FineTuningObject](#)>

A [FineTuningObject](#) representing the canceled fine-tuning job.

## Create(string, string, decimal?, decimal?, decimal?, string?, string?)

Creates a fine-tuning job for a machine learning model with the specified parameters.

```
public Task<FineTuningObject> Create(string trainingFileID, string modelName, decimal?  
batch_size = null, decimal? learning_rate_multiplier = null, decimal? n_epochs = null,  
string? suffix = null, string? validationFileID = null)
```

### Parameters

**trainingFileID** [string](#)

The ID of the training file.

**modelName** [string](#)

The name of the model to be fine-tuned.

**batch\_size** [decimal](#)?

Optional. The batch size for training.

`learning_rate_multiplier` [decimal](#)?

Optional. The learning rate multiplier.

`n_epochs` [decimal](#)?

Optional. The number of training epochs.

`suffix` [string](#)

Optional. A suffix for the fine-tuning job.

`validationFileID` [string](#)

Optional. The ID of the validation file.

Returns

[Task](#) <[FineTuningObject](#)>

A [FineTuningObject](#) representing the created fine-tuning job.

## ListEvents(string)

Lists events associated with a specific fine-tuning job.

```
public Task<FineTuningEvent[]?> ListEvents(string jobID)
```

Parameters

`jobID` [string](#)

The ID of the fine-tuning job.

Returns

[Task](#) <[FineTuningEvent](#)[]>

An array of [FineTuningEvent](#) representing the list of events for the specified job.



## ListJobs()

Lists all fine-tuning jobs.

```
public Task<FineTuningObject[]?> ListJobs()
```

Returns

[Task](#) [<FineTuningObject\[\]>](#)

An array of [FineTuningObject](#) representing the list of fine-tuning jobs.

## Retrieve(string)

Retrieves details of a specific fine-tuning job.

```
public Task<FineTuningObject?> Retrieve(string jobID)
```

Parameters

**jobID** [string](#)

The ID of the fine-tuning job.

Returns

[Task](#) [<FineTuningObject>](#)

A [FineTuningObject](#) representing the details of the specified fine-tuning job.

# Class FineTuningEvent


Namespace: [Promezio.OAI.API.Capabilities.FineTuning](#)

Assembly: OAI.API.dll








Represents an event in the context of fine-tuning operations in the Promezio OAI API. This class is designed to capture and represent various aspects of an event that occurs during the fine-tuning process.

```
public class FineTuningEvent
```

## Inheritance

[object](#)  ← FineTuningEvent

## Inherited Members

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

## Properties

### Created\_at

Gets or sets the timestamp indicating when the event was created, represented as an integer. This timestamp can be used to determine the chronological order of events and to timestamp specific operations or changes.

```
public int? Created_at { get; set; }
```

### Property Value

[int](#)  ?

Represents an event in the context of fine-tuning operations in the Promezio OAI API. This class is designed to capture and represent various aspects of an event that occurs during the fine-tuning process.

### Id

Gets or sets the unique identifier of the event. This ID can be used to reference and track specific events within the fine-tuning process.

```
public string? Id { get; set; }
```

## Property Value

[string](#) 

Represents an event in the context of fine-tuning operations in the Promezio OAI API. This class is designed to capture and represent various aspects of an event that occurs during the fine-tuning process.

## Level

Gets or sets the level of the event, which could be indicative of its severity or type (e.g., 'Info', 'Warning', 'Error'). This property helps categorize the event and can be useful for filtering or handling events based on their level.

```
public string? Level { get; set; }
```

## Property Value

[string](#) 

Represents an event in the context of fine-tuning operations in the Promezio OAI API. This class is designed to capture and represent various aspects of an event that occurs during the fine-tuning process.

## Message

Gets or sets a message associated with the event. This message typically provides additional details or context about the event, aiding in understanding what occurred.

```
public string? Message { get; set; }
```

## Property Value

[string](#) 

Represents an event in the context of fine-tuning operations in the Promezio OAI API. This class is designed to capture and represent various aspects of an event that occurs during the fine-tuning process.

## Object

Gets or sets the object associated with the event. This can be a reference to an entity or component within the fine-tuning process that is relevant to the event.

```
public string? Object { get; set; }
```

## Property Value

[string](#) 

Represents an event in the context of fine-tuning operations in the Promezio OAI API. This class is designed to capture and represent various aspects of an event that occurs during the fine-tuning process.

# Class FineTuningObject

Namespace: [Promezio.OAIAPL.Capabilities.FineTuning](#)

Assembly: OAIAPL.dll








Represents a fine-tuning operation within the Promezio OAIAPL, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

```
public class FineTuningObject
```

## Inheritance

[object](#)  ← FineTuningObject

## Inherited Members

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

## Properties

### Created\_at

Gets or sets the timestamp indicating when the fine-tuning operation was created, represented as an integer.

```
public int? Created_at { get; set; }
```

### Property Value

[int](#) ?

Represents a fine-tuning operation within the Promezio OAIAPL, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Error

Gets or sets any error that might have occurred during the fine-tuning process.

```
public TuningError? Error { get; set; }
```

## Property Value

### [TuningError](#)

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Fine\_tuned\_model

Gets or sets the identifier of the fine-tuned model generated by this operation.

```
public string? Fine_tuned_model { get; set; }
```

## Property Value

### [string](#)

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Finished\_at

Gets or sets the timestamp indicating when the fine-tuning operation was completed, nullable.

```
public int? Finished_at { get; set; }
```

## Property Value

### [int](#)

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and

parameters of a fine-tuning task.

## Hyperparameters

Gets or sets the hyperparameters used for the fine-tuning operation.

```
public Hyperparameters? Hyperparameters { get; set; }
```

### Property Value

[Hyperparameters](#)

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Id

Gets or sets the unique identifier of the fine-tuning operation.

```
public string? Id { get; set; }
```

### Property Value

[string](#) 

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Object

Gets or sets the type of object, typically used for internal tracking and identification.

```
public string? Object { get; set; }
```

### Property Value

[string](#) 

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Organization\_it

Gets or sets the identifier of the organization initiating the fine-tuning operation.

```
public string? Organization_it { get; set; }
```

### Property Value

[string](#) 

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Result\_files

Gets or sets the array of result file paths or identifiers generated by the fine-tuning operation, nullable.

```
public string[]? Result_files { get; set; }
```

### Property Value

[string](#)  []

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Status

Gets or sets the current status of the fine-tuning operation (e.g., 'running', 'completed', 'failed').



```
public string? Status { get; set; }
```

## Property Value

[string](#)<sup>↗</sup>

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Trained\_tokens

Gets or sets the number of tokens trained during the operation, nullable.

```
public int? Trained_tokens { get; set; }
```

## Property Value

[int](#)<sup>↗</sup>?

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Training\_file

Gets or sets the path or identifier of the training data file used in the fine-tuning operation.

```
public string? Training_file { get; set; }
```

## Property Value

[string](#)<sup>↗</sup>

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## Validation\_file

Gets or sets the path or identifier of the validation data file used in the fine-tuning operation.

```
public string? Validation_file { get; set; }
```

### Property Value

[string](#)

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

## model

Gets or sets the base model used for fine-tuning.

```
public string? model { get; set; }
```

### Property Value

[string](#)

Represents a fine-tuning operation within the Promezio OAI API, capturing various details and states of the fine-tuning process. This class serves as a central object to track and manage the status and parameters of a fine-tuning task.

# Class Hyperparameters


Namespace: [Promezio.OAIAPICapabilities.FineTuning](#)

Assembly: OAIAPIC.dll








Represents the hyperparameters for a fine-tuning process in the Promezio OAIAPIC.

```
public class Hyperparameters
```

## Inheritance

[object](#)  ← Hyperparameters

## Inherited Members

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

## Properties

### Batch\_size

The size of each batch during training, nullable. Uses [DecimalFromStringConverter](#) for JSON conversion.

```
[JsonConverter(typeof(DecimalFromStringConverter))]  
public decimal? Batch_size { get; set; }
```

### Property Value

[decimal](#) ?

Represents the hyperparameters for a fine-tuning process in the Promezio OAIAPIC.

### Learning\_rate\_multiplier

The learning rate multiplier for training, nullable. Uses [DecimalFromStringConverter](#) for JSON conversion.

```
[JsonConverter(typeof(DecimalFromStringConverter))]  
public decimal? Learning_rate_multiplier { get; set; }
```

## Property Value

[decimal](#)<sup>↗</sup>?

Represents the hyperparameters for a fine-tuning process in the Promezio OAI API.

## N\_epochs

The number of epochs to run during training, nullable. Uses [DecimalFromStringConverter](#) for JSON conversion.

```
[JsonConverter(typeof(DecimalFromStringConverter))]  
public decimal? N_epochs { get; set; }
```

## Property Value

[decimal](#)<sup>↗</sup>?

Represents the hyperparameters for a fine-tuning process in the Promezio OAI API.

# Class Models

Namespace: [Promezio.OAIAPICapabilities.FineTuning](#)

Assembly: OAIAPIC.dll








Provides a collection of predefined AI model names and a method to validate model names. This class serves as a central repository for referencing different AI models supported by the Promezio OAIAPIC.

```
public static class Models
```

## Inheritance

[object](#)  ← Models

## Inherited Members

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

# Properties

## BABBAGE\_002

Represents the Babbage model, version 002.

```
public static string BABBAGE_002 { get; }
```

## Property Value

[string](#) 

Provides a collection of predefined AI model names and a method to validate model names. This class serves as a central repository for referencing different AI models supported by the Promezio OAIAPIC.

## DAVINCI\_002

Represents the Davinci model, version 002.

```
public static string DAVINCI_002 { get; }
```

## Property Value

[string](#)

Provides a collection of predefined AI model names and a method to validate model names. This class serves as a central repository for referencing different AI models supported by the Promezio OAI API.

## GPT\_3\_5\_TURBO\_0613

Represents the GPT-3.5 Turbo model released in June 2023.

```
public static string GPT_3_5_TURBO_0613 { get; }
```

## Property Value

[string](#)

Provides a collection of predefined AI model names and a method to validate model names. This class serves as a central repository for referencing different AI models supported by the Promezio OAI API.

## GPT\_3\_5\_TURBO\_1106

Represents the GPT-3.5 Turbo model released in November 2023.

```
public static string GPT_3_5_TURBO_1106 { get; }
```

## Property Value

[string](#)

Provides a collection of predefined AI model names and a method to validate model names. This class serves as a central repository for referencing different AI models supported by the Promezio OAI API.

## GPT\_4\_0613

Represents the GPT-4 model released in June 2023.

```
public static string GPT_4_0613 { get; }
```

## Property Value

[string](#)

Provides a collection of predefined AI model names and a method to validate model names. This class serves as a central repository for referencing different AI models supported by the Promezio OAI API.

## Methods

### IsValid(string)

Validates whether a given model name corresponds to any of the predefined model names in this class.

```
public static bool IsValid(string model)
```

## Parameters

**model** [string](#)

The name of the model to validate.

## Returns

[bool](#)

True if the model name exists in the predefined models; otherwise, false.

# Class TuningError


Namespace: [Promezio.OAIAPL.Capabilities.FineTuning](#)

Assembly: OAIAPL.dll

Represents an error encountered during the fine-tuning process

```
public class TuningError
```

## Inheritance

[object](#)  ← TuningError

## Inherited Members

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

## Properties

### Code

Gets or sets the error code associated with the tuning error, if any. The code can be used to identify specific types of errors in a standardized manner.

```
public string? Code { get; set; }
```

### Property Value

[string](#) 

Represents an error encountered during the fine-tuning process

## Message

Gets or sets a message that describes the tuning error. This message is intended to be human-readable and may provide additional context or details about the nature of the error.

```
public string? Message { get; set; }
```



## Property Value

[string](#) 

Represents an error encountered during the fine-tuning process

## Param

Gets or sets the parameter name or identifier that is related to the error, if applicable. This can be useful for pinpointing the specific input or configuration setting that triggered the error.

```
public string? Param { get; set; }
```

## Property Value

[string](#) 

Represents an error encountered during the fine-tuning process

# Namespace Promezio.OAIAPICapabilities.

## Speech

### Classes

[Speech](#)

[SpeechResponse](#)

Represents the OpenAI API response for a chat completion request.

### Structs

[ResponseFormat](#)

Represents predefined response format constants for audio output.

[Voice](#)

Represents predefined voice constants for use with audio services.

# Struct ResponseFormat

Namespace: [Promezio.OAIAPICapabilities.Speech](#)

Assembly: OAIAPIC.dll

Represents predefined response format constants for audio output.

```
public struct ResponseFormat
```

## Inherited Members

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

## Fields

### AAC

```
public const string AAC = "aac"
```

Field Value

[string](#)

Represents predefined response format constants for audio output.

### FLAC

```
public const string FLAC = "flac"
```

Field Value

[string](#)

Represents predefined response format constants for audio output.

# MP3

```
public const string MP3 = "mp3"
```

## Field Value

[string](#) 

Represents predefined response format constants for audio output.

# OPUS

```
public const string OPUS = "opus"
```

## Field Value

[string](#) 

Represents predefined response format constants for audio output.

# Class Speech

Namespace: [Promezio.OAIAPICapabilities.Speech](#)








Assembly: OAIAPIC.dll

```
public class Speech : Capability
```

## Inheritance

[object](#)  ← [Capability](#) ← Speech

## Inherited Members

[Capability.serializerOptions](#) , [Capability.apikey](#) , [Capability.logger](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Constructors

### Speech(string, Logger)

```
public Speech(string apikey, Logger logger)
```

## Parameters

apikey [string](#) 

logger [Logger](#)

## Methods

### Dispatch(string, string)

```
public Task<SpeechResponse?> Dispatch(string text, string outputFile)
```

## Parameters

text [string](#)

outputFile [string](#)

Returns

[Task](#) <[SpeechResponse](#)>

## Init(string, string, string, decimal)

```
public void Init(string model = "tts-1", string voice = "alloy", string responseFormat =  
"mp3", decimal speed = 1)
```

Parameters

model [string](#)

voice [string](#)

responseFormat [string](#)

speed [decimal](#)

# Class SpeechResponse

Namespace: [Promezio.OAI.API.Capabilities.Speech](#)

Assembly: OAI.API.dll

Represents the OpenAI API response for a chat completion request.

```
public class SpeechResponse
```

## Inheritance

[object](#)  ← SpeechResponse

## Inherited Members

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

## Properties

### Error

```
public string? Error { get; set; }
```

### Property Value

[string](#) 

Represents the OpenAI API response for a chat completion request.

### Status

```
public bool Status { get; set; }
```

### Property Value

[bool](#) 

Represents the OpenAI API response for a chat completion request.



# Struct Voice

Namespace: [Promezio.OAI.API.Capabilities.Speech](#)

Assembly: OAI.API.dll

Represents predefined voice constants for use with audio services.

```
public struct Voice
```

## Inherited Members

[ValueType.Equals\(object\)](#)<sup>↗</sup> , [ValueType.GetHashCode\(\)](#)<sup>↗</sup> , [ValueType.ToString\(\)](#)<sup>↗</sup> ,  
[object.Equals\(object, object\)](#)<sup>↗</sup> , [object.GetType\(\)](#)<sup>↗</sup> , [object.ReferenceEquals\(object, object\)](#)<sup>↗</sup>

## Fields

### ALLOY

```
public const string ALLOY = "alloy"
```

Field Value

[string](#)<sup>↗</sup>

Represents predefined voice constants for use with audio services.

### ECHO

```
public const string ECHO = "echo"
```

Field Value

[string](#)<sup>↗</sup>

Represents predefined voice constants for use with audio services.

# FABLE

```
public const string FABLE = "fable"
```

Field Value

[string](#) 

Represents predefined voice constants for use with audio services.

# ONYX

```
public const string ONYX = "onyx"
```

Field Value

[string](#) 

Represents predefined voice constants for use with audio services.

# SHIMMER

```
public const string SHIMMER = "shimmer"
```

Field Value

[string](#) 

Represents predefined voice constants for use with audio services.

# Namespace Promezio.OAIAPICapabilities. Transcription

## Classes

### [Transcription](#)

Represents a client for interacting with OpenAI audio API.

### [TranscriptionResponse](#)

Encapsulates the response from an audio transcription request.

# Class Transcription

Namespace: [Promezio.OAI.API.Capabilities.Transcription](#)

Assembly: OAI.API.dll








Represents a client for interacting with OpenAI audio API.

```
public class Transcription : Capability
```

## Inheritance

[object](#)  ← [Capability](#)  ← Transcription

## Inherited Members

[Capability.serializerOptions](#), [Capability.apikey](#), [Capability.logger](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Constructors

## Transcription(string, Logger)

Initializes a new instance of the Transcription class with the specified API key.

```
public Transcription(string apikey, Logger logger)
```

## Parameters

**apikey** [string](#) 

The API key used for authentication with the service.

**logger** [Logger](#)

Represents a client for interacting with OpenAI audio API.

# Methods

## Dispatch(string)

Performs audio transcription on the provided audio URL.

```
public Task<TranscriptionResponse?> Dispatch(string audioURL)
```

### Parameters

audioURL [string](#)

The URL of the audio file to transcribe.

### Returns

[Task](#) <[TranscriptionResponse](#)>

A Task representing the asynchronous operation, with a TranscriptionResponse.

## Init(decimal)

Initializes the transcription service with a specified temperature.

```
public void Init(decimal temperature = 0)
```

### Parameters

temperature [decimal](#)

The temperature parameter used for processing, defaulting to 0.

# Class TranscriptionResponse

Namespace: [Promezio.OAI.API.Capabilities.Transcription](#)

Assembly: OAI.API.dll

Encapsulates the response from an audio transcription request.

```
public class TranscriptionResponse
```

## Inheritance

[object](#)  ← TranscriptionResponse

## Inherited Members

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

## Constructors

### TranscriptionResponse()

Encapsulates the response from an audio transcription request.

```
public TranscriptionResponse()
```

## Properties

### Error

```
public string? Error { get; set; }
```

### Property Value

[string](#) 

Encapsulates the response from an audio transcription request.

# Status

```
public bool Status { get; set; }
```

## Property Value

[bool](#)

Encapsulates the response from an audio transcription request.

# Text

```
public string? Text { get; set; }
```

## Property Value

[string](#)

Encapsulates the response from an audio transcription request.

# Namespace Promezio.OAIAPU.Utils

## Classes

[JSONTools](#)

[Logger](#)

A Logger class that manages logging using TraceSource. It provides methods for logging messages at various severity levels: Error, Warning, Info. The logging level can be set to control which messages are output to the log.

[LowerCaseNamingPolicy](#)

## Enums

[LogLevel](#)

Defines the logging levels supported by the Logger class.



# Class JSONTools

Namespace: [Promezio.OAIAPU.Utils](#)








Assembly: OAIAPU.dll

```
public class JSONTools
```

## Inheritance

[object](#)  ← JSONTools

## Inherited Members

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

## Methods

### IsValidJSON(string)

```
public static bool IsValidJSON(string strInput)
```

## Parameters

strInput [string](#) 

## Returns

[bool](#) 

# Enum LogLevel

Namespace: [Promezio.OAI.API.Utils](#)

Assembly: OAI.API.dll

Defines the logging levels supported by the Logger class.

```
public enum LogLevel
```

## Fields

Error = 1

Info = 3

None = 0

Warning = 2

# Class Logger

Namespace: [Promezio.OAIAPU.Utils](#)

Assembly: OAIAPU.dll








A Logger class that manages logging using TraceSource. It provides methods for logging messages at various severity levels: Error, Warning, Info. The logging level can be set to control which messages are output to the log.

```
public class Logger
```

## Inheritance

[object](#)  ← Logger

## Inherited Members

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

# Constructors

## Logger(LogLevel)

Initializes a new instance of the Logger class with a specified logging level.

```
public Logger(LogLevel level)
```

## Parameters

**level** [LogLevel](#)

The logging level threshold. Only messages at this level or higher will be logged.

# Properties

## Level

```
public LogLevel Level { get; set; }
```

## Property Value

### [LogLevel](#)

A Logger class that manages logging using TraceSource. It provides methods for logging messages at various severity levels: Error, Warning, Info. The logging level can be set to control which messages are output to the log.

## Methods

### Close()

Closes the TraceSource and releases all resources.

```
public void Close()
```

### Error(string)

Logs an error message.

```
public void Error(string message)
```

### Parameters

message [string](#)

The message to log.

### Info(string)

Logs an informational message.

```
public void Info(string message)
```

## Parameters

message [string](#)

The message to log.

## Warning(string)

Logs a warning message.

```
public void Warning(string message)
```

## Parameters

message [string](#)

The message to log.

# Class LowerCaseNamingPolicy

Namespace: [Promezio.OAIAPL.Utills](#)

Assembly: OAIAPL.dll

```
public class LowerCaseNamingPolicy : JsonNamingPolicy
```

## Inheritance

[object](#) ← [JsonNamingPolicy](#) ← LowerCaseNamingPolicy

## Inherited Members

[JsonNamingPolicy.CamelCase](#) , [JsonNamingPolicy.KebabCaseLower](#) ,  
[JsonNamingPolicy.KebabCaseUpper](#) , [JsonNamingPolicy.SnakeCaseLower](#) ,  
[JsonNamingPolicy.SnakeCaseUpper](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### ConvertName(string)

When overridden in a derived class, converts the specified name according to the policy.

```
public override string ConvertName(string name)
```

## Parameters

name [string](#)

The name to convert.

## Returns

[string](#)

The converted name.