

# Namespace Promezio.OAI API

## Classes

[OAI API](#)

# Class OAI API

Namespace: [Pomezio.OAI API](#)

Assembly: OAI API.dll

```
public class OAI API
```

## Inheritance

[object](#) ← OAI API

## Inherited Members

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

## Constructors

OAI API(string, LogLevel)

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

## Parameters

apikey [string](#)

logLevel [LogLevel](#)

## Properties

### Assistants

```
public Assistants Assistants { get; }
```

## Property Value

[Assistants](#)

## Audio

```
public Audio Audio { get; }
```

Property Value

[Audio](#)

## Chat

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

Property Value

[Chat](#)

## Embeddings

```
public Embeddings Embeddings { get; }
```

Property Value

[Embeddings](#)

## Files

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

Property Value

[Files](#)

## FineTuning

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

Property Value

[FineTuning](#)

# Namespace Promezio.OAI API Capabilities

## Classes

[Capability](#)

# Class Capability

Namespace: [Pomezio.OAIAPI.Capabilities](#)

Assembly: OAIAPI.dll

```
public abstract class Capability
```

## Inheritance

[object](#) ← Capability

## Derived

[Audio](#), [Chat](#), [Embeddings](#), [Files](#), [FineTuning](#)

## 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.OAI API Capabilities.

## Audio

### Classes

#### [Audio](#)

Class representing the Audio capability in OpenAI's API.

#### [Models](#)

Class representing the available models in OpenAI's Audio API.

#### [SpeechResponseFormats](#)

Class representing the available speech response formats in OpenAI's Audio API.

#### [TranscriptionObject](#)

Class representing a transcription object in OpenAI's Audio API.

#### [TranscriptionSegments](#)

Class representing a segment of transcription in OpenAI's Audio API.

#### [TranscriptionWords](#)

Class representing a transcribed word in OpenAI's Audio API.

#### [Voices](#)

Class representing the available voices in OpenAI's Audio API.

## Enums

#### [AvailableModels](#)

Enum representing the available models in OpenAI's Audio API.

#### [AvailableSpeechFormats](#)

Enum representing the available speech formats in OpenAI's Audio API.

#### [AvailableVoices](#)

Enum representing the available voices in OpenAI's Audio API.

# Class Audio

Namespace: [Promezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Class representing the Audio capability in OpenAI's API.

```
public class Audio : Capability
```

## Inheritance

[object](#) ← [Capability](#) ← Audio

## 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

### Audio(string, Logger)

Constructor that initializes a new instance of the Audio class with a specified API key and logger.

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

## Parameters

**apikey** [string](#)

The API key to be used.

**logger** [Logger](#)

The logger to be used.

## Methods

## Speech(Models, string, string, Voices?, SpeechResponseFormats?, double)

Method to generate speech from text.

```
public Task<bool> Speech(Models model, string text, string outputFile, Voices? voice = null,  
SpeechResponseFormats? responseFormat = null, double speed = 1)
```

### Parameters

**model** [Models](#)

The model to be used.

**text** [string](#)

The text to be converted to speech.

**outputFile** [string](#)

The output file where the speech will be saved.

**voice** [Voices](#)

The voice to be used. Default is null.

**responseFormat** [SpeechResponseFormats](#)

The response format to be used. Default is null.

**speed** [double](#)

The speed of the speech. Default is 1.0.

### Returns

[Task](#)<bool>

A boolean indicating the success of the operation.

## Transcription(string, string, double)

Method to transcribe audio.

```
public Task<TranscriptionObject?> Transcription(string audioURL, string prompt = "", double temperature = 0)
```

## Parameters

**audioURL** [string](#)

The URL of the audio to be transcribed.

**prompt** [string](#)

The prompt to be used. Default is an empty string.

**temperature** [double](#)

The temperature to be used. Default is 0.

## Returns

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

A TranscriptionObject representing the transcription of the audio.

## Translation(string, string, double)

Method to translate audio.

```
public Task<string> Translation(string audioURL, string prompt = "", double temperature = 0)
```

## Parameters

**audioURL** [string](#)

The URL of the audio to be translated.

**prompt** [string](#)

The prompt to be used. Default is an empty string.

**temperature** [double](#)

The temperature to be used. Default is 0.

## Returns

[Task](#) <string>

A string representing the translation of the audio.

# Enum AvailableModels

Namespace: [Pomezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Enum representing the available models in OpenAI's Audio API.

```
public enum AvailableModels
```

## Fields

TTS\_1 = 0

TTS\_1\_HD = 1

# Enum AvailableSpeechFormats

Namespace: [Pomezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Enum representing the available speech formats in OpenAI's Audio API.

```
public enum AvailableSpeechFormats
```

## Fields

AAC = 2

FLAC = 3

MP3 = 0

OPUS = 1

# Enum AvailableVoices

Namespace: [Pomezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Enum representing the available voices in OpenAI's Audio API.

```
public enum AvailableVoices
```

## Fields

ALLOY = 0

ECHO = 1

FABLE = 2

ONYX = 3

SHIMMER = 4

# Class Models

Namespace: [Promezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Class representing the available models in OpenAI's Audio API.

```
public class Models
```

Inheritance

[object](#) ← Models

Inherited Members

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

## Constructors

### Models(AvailableModels)

Constructor that initializes a new instance of the Models class with a specified model.

```
public Models(AvailableModels model = AvailableModels.TTS_1)
```

Parameters

**model** [AvailableModels](#)

The model to be used. Default is TTS\_1.

## Methods

### ToString()

Returns a string representation of the current model.

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

Returns

[string](#)

A string representation of the current model.

# Class SpeechResponseFormats

Namespace: [Promezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Class representing the available speech response formats in OpenAI's Audio API.

```
public class SpeechResponseFormats
```

## Inheritance

[object](#) ← SpeechResponseFormats

## Inherited Members

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

## Constructors

### SpeechResponseFormats(AvailableSpeechFormats)

Constructor that initializes a new instance of the SpeechResponseFormats class with a specified format.

```
public SpeechResponseFormats(AvailableSpeechFormats format = AvailableSpeechFormats.MP3)
```

## Parameters

**format** [AvailableSpeechFormats](#)

The format to be used. Default is MP3.

## Methods

### ToString()

Returns a string representation of the current format.

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

Returns

string ↗

A string representation of the current format.

# Class TranscriptionObject

Namespace: [Pomezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Class representing a transcription object in OpenAI's Audio API.

```
public class TranscriptionObject
```

## Inheritance

[object](#) ← TranscriptionObject

## Inherited Members

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

# Properties

## Duration

Gets or sets the duration of the audio stream.

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

## Property Value

[string](#)

Class representing a transcription object in OpenAI's Audio API.

## Language

Gets or sets the language of the transcription.

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

## Property Value

[string](#) ↗

Class representing a transcription object in OpenAI's Audio API.

## Segments

Gets or sets the transcription segments.

```
public TranscriptionSegments? Segments { get; set; }
```

## Property Value

[TranscriptionSegments](#)

Class representing a transcription object in OpenAI's Audio API.

## Text

Gets or sets the transcribed text.

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

## Property Value

[string](#) ↗

Class representing a transcription object in OpenAI's Audio API.

## Words

Gets or sets the transcribed words.

```
public TranscriptionWords? Words { get; set; }
```

## Property Value

## [TranscriptionWords](#)

Class representing a transcription object in OpenAI's Audio API.

# Class TranscriptionSegments

Namespace: [Promezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Class representing a segment of transcription in OpenAI's Audio API.

```
public class TranscriptionSegments
```

## Inheritance

[object](#) ← TranscriptionSegments

## Inherited Members

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

## Properties

### Ava\_logprob

Gets or sets the Ava log probability of the segment.

```
public double? Ava_logprob { get; set; }
```

#### Property Value

[double](#)?

Class representing a segment of transcription in OpenAI's Audio API.

### Compression\_ratio

Gets or sets the compression ratio of the segment.

```
public double? Compression_ratio { get; set; }
```

## Property Value

[double](#)?

Class representing a segment of transcription in OpenAI's Audio API.

## End

Gets or sets the end time of the segment in the audio stream.

```
public double? End { get; set; }
```

## Property Value

[double](#)?

Class representing a segment of transcription in OpenAI's Audio API.

## Id

Gets or sets the ID of the segment.

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

## Property Value

[int](#)?

Class representing a segment of transcription in OpenAI's Audio API.

## No\_speech\_prob

Gets or sets the probability of no speech in the segment.

```
public double? No_speech_prob { get; set; }
```

## Property Value

## [double](#)?

Class representing a segment of transcription in OpenAI's Audio API.

## Seek

Gets or sets the seek position of the segment.

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

## Property Value

### [int](#)?

Class representing a segment of transcription in OpenAI's Audio API.

## Start

Gets or sets the start time of the segment in the audio stream.

```
public double? Start { get; set; }
```

## Property Value

### [double](#)?

Class representing a segment of transcription in OpenAI's Audio API.

## Temperature

Gets or sets the temperature of the segment.

```
public double? Temperature { get; set; }
```

## Property Value

### [double](#)?

Class representing a segment of transcription in OpenAI's Audio API.

## Text

Gets or sets the transcribed text of the segment.

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

### Property Value

[string](#)

Class representing a segment of transcription in OpenAI's Audio API.

## Tokens

Gets or sets the tokens of the segment.

```
public int[]? Tokens { get; set; }
```

### Property Value

[int](#)[]

Class representing a segment of transcription in OpenAI's Audio API.

# Class TranscriptionWords

Namespace: [Promezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Class representing a transcribed word in OpenAI's Audio API.

```
public class TranscriptionWords
```

## Inheritance

[object](#) ← TranscriptionWords

## Inherited Members

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

# Properties

## End

Gets or sets the end time of the word in the audio stream.

```
public double End { get; set; }
```

## Property Value

[double](#)

Class representing a transcribed word in OpenAI's Audio API.

## Start

Gets or sets the start time of the word in the audio stream.

```
public double Start { get; set; }
```

## Property Value

[double](#) ↗

Class representing a transcribed word in OpenAI's Audio API.

## Word

Gets or sets the transcribed word.

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

## Property Value

[string](#) ↗

Class representing a transcribed word in OpenAI's Audio API.

# Class Voices

Namespace: [Promezio.OAIAPI.Capabilities.Audio](#)

Assembly: OAIAPI.dll

Class representing the available voices in OpenAI's Audio API.

```
public class Voices
```

Inheritance

[object](#) ← Voices

Inherited Members

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

## Constructors

### Voices(AvailableVoices)

Constructor that initializes a new instance of the Voices class with a specified voice.

```
public Voices(AvailableVoices voice = AvailableVoices.ALLOY)
```

Parameters

**voice** [AvailableVoices](#)

The voice to be used. Default is ALLOY.

## Methods

### ToString()

Returns a string representation of the current voice.

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

Returns

string ↗

A string representation of the current voice.

# Namespace Promezio.OAI API Capabilities Chat Classes

## [Chat](#)

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

## [ChatModel](#)

Represents a chat model that can be used with the OpenAI API.

## [ChatResponse](#)

Represents the response object received from the OpenAI API after sending a chat completion request.

## [ChatStreamResponse](#)

Represents a response from a chat stream.

## [Choice](#)

Represents a single candidate response generated by the OpenAI chat model for a prompt.

## [Config](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## [ResponseFormat](#)

Represents the desired format for the OpenAI chat API response.

## [Role](#)

Represents the role associated with a message in the OpenAI chat API response.

## [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.

# Structs

## [ChatMessage](#)

Represents a single chat message sent or received through the OpenAI chat API.

# Enums

## [AvailableChatModels](#)

Enumerates the available chat models that can be used with the OpenAI API.

## [AvailableResponseFormat](#)

Enumerates the available response formats for OpenAI chat API responses.

## [AvailableRoles](#)

Enumerates the possible roles associated with messages in OpenAI chat responses.

# Enum AvailableChatModels

Namespace: [Pomezio.OAIAPI.Capabilities.Chat](#)

Assembly: OAIAPI.dll

Enumerates the available chat models that can be used with the OpenAI API.

```
public enum AvailableChatModels
```

## Fields

GPT4 = 3

GPT4\_32K = 6

GPT4\_TURBO\_0125 = 4

GPT4\_VISION\_PREVIEW = 5

GPT\_3\_5\_TURBO = 1

GPT\_3\_5\_TURBO\_0125 = 0

GPT\_3\_5\_TURBO\_1106 = 2

# Enum AvailableResponseFormat

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

Assembly: OAIAPI.dll

Enumerates the available response formats for OpenAI chat API responses.

```
public enum AvailableResponseFormat
```

## Fields

JSON = 0

TEXT = 1

# Enum AvailableRoles

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

Assembly: OAIAPI.dll

Enumerates the possible roles associated with messages in OpenAI chat responses.

```
public enum AvailableRoles
```

## Fields

ASSISTANT = 2

SYSTEM = 0

USER = 1

# Class Chat

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

Assembly: OAIAPI.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)

Initializes 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](#)

An instance of a logging object to record actions and errors.

## Methods

## Dispatch(string, Config)

Sends a single prompt to the OpenAI chat API and returns the complete response.

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

### Parameters

**prompt** [string](#)

The text prompt to send to the chat model.

**config** [Config](#)

Configuration options for the OpenAI API request.

### Returns

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

A ChatResponse object containing the API's response and details.

### Exceptions

[HttpRequestException](#)

Thrown if the HTTP request to the API fails.

## DispatchStream(string, Config)

Opens a stream to the OpenAI chat API and sends a prompt, receiving responses in real-time.

```
public IAsyncEnumerable<ChatStreamResponse?> DispatchStream(string prompt, Config config)
```

### Parameters

**prompt** [string](#)

The text prompt to send to the chat model.

**config** [Config](#)

Configuration options for the OpenAI API request.

Returns

[IAsyncEnumerable](#) ↴ <[ChatStreamResponse](#)>

An IAsyncEnumerable of ChatStreamResponse objects containing partial responses.

Exceptions

[HttpRequestException](#) ↴

Thrown if the HTTP request to the API fails.

# Struct ChatMessage

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

Assembly: OAIAPI.dll

Represents a single chat message sent or received through the OpenAI chat API.

```
public struct ChatMessage
```

## Inherited Members

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

# Properties

## Content

Gets or sets the content of the message, which can be plain text or other supported formats.

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

### Property Value

[string](#)

Represents a single chat message sent or received through the OpenAI chat API.

## Role

Gets or sets the role of the message sender (e.g., "user", "assistant").

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

### Property Value

[string](#)

Represents a single chat message sent or received through the OpenAI chat API.

# Class ChatModel

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

Assembly: OAI API.dll

Represents a chat model that can be used with the OpenAI API.

```
public class ChatModel
```

## Inheritance

[object](#) ← ChatModel

## Inherited Members

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

## Constructors

### ChatModel(AvailableChatModels)

Initializes a new instance of the ChatModel class with the specified model. The default model is GPT-3.5-turbo-0125 if not specified.

```
public ChatModel(AvailableChatModels model = AvailableChatModels.GPT_3_5_TURBO_0125)
```

## Parameters

model [AvailableChatModels](#)

The available chat model to use.

## Methods

### ToString()

Returns a string representation of the chat model name, formatted for use in API requests.

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

Returns

[string](#)

The string representation of the chat model name.

# Class ChatResponse

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

Assembly: OAIAPI.dll

Represents the response object received from the OpenAI API after sending 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

An array of possible completions, with the first element considered the "best" response. Each element contains a [Message](#) object with the generated text content.

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

## Property Value

[Choice\[\]](#)

Represents the response object received from the OpenAI API after sending a chat completion request.

## Created

Unix timestamp indicating when the response was created.

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

## Property Value

[int↗?](#)

Represents the response object received from the OpenAI API after sending a chat completion request.

## Id

A unique identifier for the response.

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

## Property Value

[string↗](#)

Represents the response object received from the OpenAI API after sending a chat completion request.

## Model

The OpenAI chat model used to generate the response.

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

## Property Value

[string↗](#)

Represents the response object received from the OpenAI API after sending a chat completion request.

## System\_fingerprint

A security fingerprint associated with the response.

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

## Property Value

[string](#)

Represents the response object received from the OpenAI API after sending a chat completion request.

## Usage

An object containing usage information related to the request.

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

## Property Value

[Usage](#)

Represents the response object received from the OpenAI API after sending a chat completion request.

## Methods

### GetMessage()

Extracts the main text content from the first choice of the response.

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

## Returns

[string](#)

The plain text content of the first choice's message, or an empty string if unavailable.

# Class ChatStreamResponse

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

Assembly: OAIAPI.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

An array of potential message updates within the response stream. Each element contains a [Delta](#) object with the updated text content.

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

### Property Value

[StreamChoice\[\]](#)

Represents a response from a chat stream.

## Created

Unix timestamp indicating when the response was created.

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

### Property Value

[int](#)?

Represents a response from a chat stream.

## Id

A unique identifier for the response.

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

### Property Value

[string](#)?

Represents a response from a chat stream.

## Model

The OpenAI chat model used to generate the response.

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

### Property Value

[string](#)?

Represents a response from a chat stream.

## System\_fingerprint

A security fingerprint associated with the response.

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

Property Value

[string](#)

Represents a response from a chat stream.

## Methods

### GetMessage()

Extracts the updated message content from the first choice of the response, if available.

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

Returns

[string](#)

The updated message content string, or an empty string if unavailable.

# Class Choice

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

Assembly: OAIAPI.dll

Represents a single candidate response generated by the OpenAI chat model for a prompt.

```
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 single candidate response generated by the OpenAI chat model for a prompt.

### Index

The numerical index of this choice within the response, where 0 is the best option.

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

Property Value

[int](#)?

Represents a single candidate response generated by the OpenAI chat model for a prompt.

## Message

The generated text message content for this choice.

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

## Property Value

[ChatMessage?](#)

Represents a single candidate response generated by the OpenAI chat model for a prompt.

# Class Config

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

Assembly: OAIAPI.dll

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

```
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(ChatModel, int, bool, int?, int?, int, decimal,  
ResponseFormat?, int?, decimal, decimal, string?)

```
public Config(ChatModel 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 [ChatModel](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

frequencyPenalty [int](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

logprobs [bool](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

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

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

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

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

**n** [int](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

**presencePenalty** [decimal](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

**responseFormat** [ResponseFormat](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

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

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

**temperature** [decimal](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

**topP** [decimal](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

**user** [string](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## Properties

### FrequencyPenalty

A penalty that discourages repetition of common words, ranging from -2.0 (heavy penalty) to 2.0 (no penalty). Default is 0.

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

## Property Value

[int↗](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## Logprobs

A flag indicating whether to include log probabilities in the response for analysis. Default is false.

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

## Property Value

[bool↗](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## MaxTokens

The maximum number of tokens (words or characters) to generate in the response. Default is null (no limit).

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

## Property Value

[int↗?](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## Model

The OpenAI chat model identifier used for generating responses.

```
public ChatModel Model { get; set; }
```

## Property Value

### [ChatModel](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## N

The number of different response candidates to generate. Default is 1.

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

## Property Value

### [int](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## PresencePenalty

A penalty that discourages repetition of previously used words, ranging from -2.0 (heavy penalty) to 2.0 (no penalty). Default is 0.

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

## Property Value

### [decimal](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## ResponseFormat

The desired format for the response (JSON or TEXT). Default is null (API default).

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

## Property Value

### [ResponseFormat](#)

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## Seed

An optional seed value for random number generation, influencing response variety. Default is null (random).

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

## Property Value

### [int](#)?

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## Stop

A specific list of strings that interrupt the generation.

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

## Property Value

### [string](#)[]

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## Stream

A flag indicating whether to use streaming for receiving partial responses over time. Default is false.

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

## Property Value

[bool](#) ↗

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## Temperature

Controls the randomness in response generation, ranging from 0 (deterministic) to 2 (highly random). Default is 1.

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

## Property Value

[decimal](#) ↗

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## TopLogprobs

The maximum number of top log probabilities to return if [Logprobs](#) is enabled, between 0 and 5. Default is null (unlimited).

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

## Property Value

[int](#) ↗?

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## TopP

Controls the diversity of response options, ranging from 0 (most predictable) to 1 (maximally diverse). Default is 1.

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

## Property Value

[decimal](#) ↗

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

## User

An optional user identifier associated with the request. Default is null.

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

## Property Value

[string](#) ↗

Represents a configuration object for customizing chat responses generated by the OpenAI chat API.

# Class ResponseFormat

Namespace: [Pomezio.OAIAPI.Capabilities.Chat](#)

Assembly: OAIAPI.dll

Represents the desired format for the OpenAI chat API response.

```
public class ResponseFormat
```

## Inheritance

[object](#) ← ResponseFormat

## Inherited Members

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

## Constructors

### ResponseFormat(AvailableResponseFormat)

Initializes a new instance of the ResponseFormat class with the specified format. Defaults to TEXT format.

```
public ResponseFormat(AvailableResponseFormat type = AvailableResponseFormat.TEXT)
```

## Parameters

**type** [AvailableResponseFormat](#)

The desired response format.

## Methods

### ToString()

Returns a string representation of the chosen response format.

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

Returns

string ↗

A string indicating either "json\_object" or "text" based on the chosen format.

# Class Role

Namespace: [Pomezio.OAIAPI.Capabilities.Chat](#)

Assembly: OAIAPI.dll

Represents the role associated with a message in the OpenAI chat API response.

```
public class Role
```

## Inheritance

[object](#) ← Role

## Inherited Members

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

# Constructors

## Role(AvailableRoles)

Initializes a new instance of the Role class with the specified role. Defaults to USER role.

```
public Role(AvailableRoles role = AvailableRoles.USER)
```

## Parameters

**role** [AvailableRoles](#)

The role associated with the message.

# Methods

## ToString()

Returns a string representation of the role.

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

Returns

[string](#)

A string indicating either "system", "user", or "assistant" based on the chosen role.

# Class StreamChoice

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

Assembly: OAIAPI.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

The updated text content for the chat message, if available.

```
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

The reason why the stream was concluded with this update, such as "stop" for reaching the completion limit or "length" for reaching the desired text length.

```
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

The numerical index of this update within the stream, where 0 is the most recent change.

```
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.

# Namespace Promezio.OAI API Capabilities.

## Common Models

### Classes

#### Usage

Represents an object with statistics for the completion request.

# Class Usage

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

Assembly: OAI API.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.OAI API Capabilities.

## Embedding

### Classes

#### [EmbeddingModel](#)

Represents a model that can be used to generate embeddings.

#### [EmbeddingObject](#)

Represents a single embedding returned by the Promezio OAI API.

#### [EmbeddingResponse](#)

Represents the response object returned by the `Embeddings.Create` method.

#### [Embeddings](#)

Represents the embeddings capability of the Promezio OAI API.

#### [EmbeddingsConfig](#)

Represents the configuration options for creating embeddings.

### Enums

#### [AvailableEmbeddingsModels](#)

Enumerates the possible embedding models available in the OpenAI API

# Enum AvailableEmbeddingsModels

Namespace: [Promezio.OAIAPI.Capabilities.Embedding](#)

Assembly: OAIAPI.dll

Enumerates the possible embedding models available in the OpenAI API

```
public enum AvailableEmbeddingsModels
```

## Fields

EMBEDDING\_ADA = 0

EMBEDDING\_V3\_LARGE = 1

EMBEDDING\_V3\_SMALL = 2

# Class EmbeddingModel

Namespace: [Pomezio.OAIAPI.Capabilities.Embedding](#)

Assembly: OAIAPI.dll

Represents a model that can be used to generate embeddings.

```
public class EmbeddingModel
```

## Inheritance

[object](#) ← EmbeddingModel

## Inherited Members

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

## Constructors

### EmbeddingModel(AvailableEmbeddingsModels)

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

```
public EmbeddingModel(AvailableEmbeddingsModels model)
```

## Parameters

**model** [AvailableEmbeddingsModels](#)

The [AvailableEmbeddingsModels](#) to use.

## Methods

### ToString()

Returns a string representation of the model, suitable for use in API requests.

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

Returns

[string](#)

The string representation of the model.

# Class EmbeddingObject

Namespace: [Pomezio.OAI API.Capabilities.Embedding](#)

Assembly: OAI API.dll

Represents a single embedding returned by the Pomezio OAI API.

```
public class EmbeddingObject
```

## Inheritance

[object](#) ← EmbeddingObject

## Inherited Members

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

## Properties

### Embedding

An array of floating-point numbers representing the numerical embedding vector. Can be null.

```
public float[]? Embedding { get; set; }
```

#### Property Value

[float](#)[]

Represents a single embedding returned by the Pomezio OAI API.

### Index

The index of the corresponding input text (matches the order in the request). Can be null.

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

## Property Value

[int ↗?](#)

Represents a single embedding returned by the Promezio OAI API.

## Object

An optional object identifier associated with the input text. Can be null.

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

## Property Value

[string ↗](#)

Represents a single embedding returned by the Promezio OAI API.

# Class EmbeddingResponse

Namespace: [Promezio.OAIAPI.Capabilities.Embedding](#)

Assembly: OAIAPI.dll

Represents the response object returned by the `Embeddings.Create` method.

```
public class EmbeddingResponse
```

## Inheritance

[object](#) ← EmbeddingResponse

## Inherited Members

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

# Properties

## Data

An array of embedding objects, each containing the embedding for a corresponding input text. Can be null if the request failed.

```
public EmbeddingObject[]? Data { get; set; }
```

## Property Value

[EmbeddingObject\[\]](#)

Represents the response object returned by the `Embeddings.Create` method.

## Model

The embedding model used to generate the embeddings (matches the model specified in the request).

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

## Property Value

### [string](#) ↗

Represents the response object returned by the Embeddings.Create method.

## Usage

Information about the usage limits and costs associated with the request.

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

## Property Value

### [Usage](#)

Represents the response object returned by the Embeddings.Create method.

# Class Embeddings

Namespace: [Pomezio.OAI API.Capabilities.Embedding](#)

Assembly: OAI API.dll

Represents the embeddings capability of the Pomezio OAI API.

```
public class Embeddings : Capability
```

## Inheritance

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

## 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

### Embeddings(string, Logger)

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

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

## Parameters

**apikey** [string](#)

The API key to use for authentication.

**logger** [Logger](#)

The logger to use for logging messages.

## Methods

## Create(string[], EmbeddingsConfig)

Creates embeddings for a given set of input texts.

```
public Task<EmbeddingResponse?> Create(string[] input, EmbeddingsConfig config)
```

### Parameters

**input** [string](#)[]

An array of text strings to create embeddings for.

**config** [EmbeddingsConfig](#)

The configuration options for the embedding creation.

### Returns

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

An instance of [EmbeddingResponse](#) containing the resulting embeddings, or null if the request failed.

### Exceptions

[ArgumentException](#)

Thrown if the length of the **input** array exceeds 2048 characters.

[HttpRequestException](#)

Thrown if the HTTP request to the server fails.

# Class EmbeddingsConfig

Namespace: [Promezio.OAIAPI.Capabilities.Embedding](#)

Assembly: OAIAPI.dll

Represents the configuration options for creating embeddings.

```
public class EmbeddingsConfig
```

## Inheritance

[object](#) ← EmbeddingsConfig

## Inherited Members

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

## Constructors

### EmbeddingsConfig(AvailableEmbeddingsModels, string, int?, string?)

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

```
public EmbeddingsConfig(AvailableEmbeddingsModels model, string encodingFormat = "float",  
int? dimensions = null, string? user = null)
```

## Parameters

**model** [AvailableEmbeddingsModels](#)

The [AvailableEmbeddingsModels](#) to use.

**encodingFormat** [string](#)

The format of the output embeddings. Defaults to "float".

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

The desired dimensionality of the embedding vectors (only supported for models "text-embedding-3" and later). Defaults to null.

#### **user** [string](#)

An optional user identifier associated with the request.

## Exceptions

### [ArgumentException](#)

Thrown if the specified number of dimensions is not supported for the chosen embedding model.

## Properties

### Dimensions

The desired dimensionality of the embedding vectors. Only supported for models "text-embedding-3" and later.

```
public int? Dimensions { get; }
```

### Property Value

#### [int](#)?

Represents the configuration options for creating embeddings.

### EncodingFormat

The format of the output embeddings. Defaults to "float".

```
public string EncodingFormat { get; }
```

### Property Value

#### [string](#)

Represents the configuration options for creating embeddings.

## Model

The embedding model to use.

```
public EmbeddingModel Model { get; }
```

### Property Value

[EmbeddingModel](#)

Represents the configuration options for creating embeddings.

## User

An optional user identifier associated with the request.

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

### Property Value

[string](#) ↗

Represents the configuration options for creating embeddings.

# Namespace Promezio.OAI API Capabilities.Files

## Classes

### [FileObject](#)

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAI API 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](#)

Represents the purpose of an OpenAI API file with user-friendly, customizable text representations.

## Enums

### [AvailablePurposes](#)

Enumerates the different purposes available for an OpenAI API file.

# Enum AvailablePurposes

Namespace: [Promezio.OAIAPI.Capabilities.Files](#)

Assembly: OAIAPI.dll

Enumerates the different purposes available for an OpenAI API file.

```
public enum AvailablePurposes
```

## Fields

ASSISTANTS = 2

ASSISTANTS\_OUTPUT = 3

FINE\_TUNE = 0

FINE\_TUNE\_RESULTS = 1

# Class FileObject

Namespace: [Promezio.OAIAPI.Capabilities.Files](#)

Assembly: OAIAPI.dll

Represents a file object with specific attributes for managing and tracking files within the Promezio.OAIAPI 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.OAIAPI 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.OAIAPI.Capabilities.Files](#)

Assembly: OAIAPI.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.OAIAPI 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

### [HttpRequestException](#)

Thrown when the HTTP request to the OpenAI API fails.

### [JsonException](#)

Thrown when parsing the API response fails.

## Upload(string, Purposes)

Uploads a file to the OpenAI API for processing.

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

## Parameters

### fileURI [string](#)

The URI of the file to be uploaded.

### filePurpose [Purposes](#)

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.OAI API.Capabilities.Files](#)

Assembly: OAI API.dll

Represents the purpose of an OpenAI API file with user-friendly, customizable text representations.

```
public class Purposes
```

## Inheritance

[object](#) ← Purposes

## Inherited Members

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

# Constructors

## Purposes(AvailablePurposes)

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

```
public Purposes(AvailablePurposes purpose = AvailablePurposes.FINE_TUNE)
```

## Parameters

**purpose** [AvailablePurposes](#)

The purpose of the file, defaults to FINE\_TUNE.

# Methods

## ToString()

Gets a string representation of the purpose, designed for interaction with the OpenAI API.

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

Returns

string ↗

A string representing the purpose.

# Namespace Promezio.OAI API Capabilities.Fine Tuning 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 OAI API. 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 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](#)

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

## [Models](#)

Represents an OpenAI fine-tuning model and its string representation used when interacting with the API.

## [TuningError](#)

Represents an error encountered during the fine-tuning process

# Enums

## [AvailableModels](#)

Represents the different OpenAI fine-tuning models that can be selected.

# Enum AvailableModels

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

Assembly: OAIAPI.dll

Represents the different OpenAI fine-tuning models that can be selected.

```
public enum AvailableModels
```

## Fields

BABBAGE\_002 = 2

DAVINCI\_002 = 3

GPT\_3\_5\_TURBO\_0613 = 1

GPT\_3\_5\_TURBO\_1106 = 0

GPT\_4\_0613 = 4

# Class DecimalFromStringConverter

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

Assembly: OAI API.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. This is needed because OpenAI return hybrid parameters, that can be numbers or string

```
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.OAI API.Capabilities.FineTuning](#)

Assembly: OAI API.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, Models, 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, Models model, 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.

model [Models](#)

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.

**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: [Pomezio.OAIAPI.Capabilities.FineTuning](#)

Assembly: OAIAPI.dll

Represents an event in the context of fine-tuning operations in the Pomezio OAIAPI. 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 Pomezio OAIAPI. 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 Pomezio 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 Pomezio 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 Pomezio 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 Pomezio 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: [Pomezio.OAIAPI.Capabilities.FineTuning](#)

Assembly: OAIAPI.dll

Represents a fine-tuning operation within the Pomezio OAIAPI, 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 Pomezio OAIAPI, 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 Pomezio 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 Pomezio 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 Pomezio 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 Pomezio 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 Pomezio 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 Pomezio 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 Pomezio 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 Pomezio 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](#) ↗

Represents a fine-tuning operation within the Pomezio 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](#) ↗?

Represents a fine-tuning operation within the Pomezio 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](#) ↗

Represents a fine-tuning operation within the Pomezio 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 Pomezio 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 Pomezio 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: [Pomezio.OAIAPI.Capabilities.FineTuning](#)

Assembly: OAIAPI.dll

Represents the hyperparameters for a fine-tuning process in the Pomezio OAIAPI.

```
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 Pomezio OAIAPI.

## 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](#)?

Represents the hyperparameters for a fine-tuning process in the Pomezio 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](#)?

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

# Class Models

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

Assembly: OAIAPI.dll

Represents an OpenAI fine-tuning model and its string representation used when interacting with the API.

```
public class Models
```

## Inheritance

[object](#) ← Models

## Inherited Members

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

## Constructors

### Models(AvailableModels)

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

```
public Models(AvailableModels model = AvailableModels.GPT_3_5_TURBO_1106)
```

## Parameters

model [AvailableModels](#)

The OpenAI model type, with gpt-3.5-turbo-1106 as the default.

## Methods

### ToString()

Gets the string representation of the OpenAI model used for API calls.

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

Returns

[string](#)

A string representing the OpenAI model.

# Class TuningError

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

Assembly: OAIAPI.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.OAIAPI.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: [Pomezio.OAIAPI.Utils](#)

Assembly: OAIAPI.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: [Pomezio.OAIAPI.Utils](#)

Assembly: OAIAPI.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.OAIAPI.Utils](#)

Assembly: OAIAPI.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: [Pomezio.OAI API.Utils](#)

Assembly: OAI API.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.