








psai for Unity






psai.net Namespace

[Send Feedback](#)

Classes

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

Enumerations

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



psai for Unity

LogLevel Enumeration

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

```
public enum LogLevel
```

Members

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

See Also

[psai.net Namespace](#)

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PsaiCore Class

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public class PsaiCore
```



Inheritance Hierarchy

[System.Object](#)

psai.net.PsaiCore



See Also

[PsaiCore Members](#)

[psai.net Namespace](#)


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PsaiCore Members

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

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

Constructors



	Name	Description
	PsaiCore	Initializes a new instance of the PsaiCore class

Methods

	Name	Description
	AddToCurrentIntensity	Increases (or decreases) the current dynamic intensity level, without changing the intensity falloff slope.
	CheckIfAtLeastOneDirectTransitionOrLayeringIsPossible	Returns true if there is at least one Segment in the target Theme that is marked as directly compatible to the source Segment.
	CutSceneEnter	Enters a cutscene, using the given Theme as the background music.
	CutSceneIsActive	Returns true if psai is currently in Cutscene Mode, false otherwise.
	CutSceneLeave	Leaves the CutScene Mode. See CutSceneEnter for more information.
	GetCurrentIntensity	[DEPRECATED] Use GetPsaiInfo() instead.
	GetCurrentSegmentId	Returns the id of the Segment that's currently playing.
	GetCurrentThemeId	Returns the id of the Theme that's currently playing (or just about to switch to). [DEPRECATED] Use GetPsaiInfo().effectiveThemeId .
	GetPsaiInfo	Returns information about the current state of the psai engine.
	GetRemainingMillisecondsOfCurrentSegmentPlayback	Returns the number of remaining milliseconds until the current Segment playback has reached its end, including the PostBeat region
	GetRemainingMillisecondsUntilNextSegmentStart	Returns the number of remaining milliseconds until the next Segment will start playing.
	GetSegmentInfo	Returns information about the Segment with the given segmentId.
	GetSoundtrackInfo	Returns information about the psai soundtrack currently loaded.
	GetThemeInfo	Returns information about the Theme with the given themeId.
	GetVolume	Returns the psai master playback volume.
	HoldCurrentIntensity	Deactivates/reactivates the automatic decrease of the dynamic Intensity while the current Theme is playing.
	LoadSoundtrack	Loads the binary soundtrack configuration file created by the PsaiEditor
	MenuModeEnter	Activates the Menu Mode and plays a given Theme as the menu background music.
	MenuModeIsActive	Returns true if psai is currently in Menu Mode, false otherwise.
	MenuModeLeave	Leaves the Menu Mode. See MenuModeEnter for more information.
	PlaySegment	Immediately plays back the given Segment.
	ReturnToLastBasicMood	Ends the current Theme and returns to the most recently triggered Basic Mood.
	SetLogLevel	Sets the detail level of information written to the output console and log file.
	SetMaximumLatencyNeededByPlatformToBufferSounddata	Sets the maximum latency in milliseconds that is needed by the target platform to buffer soundfiles from the storage medium.
	SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata	Sets the maximum latency in milliseconds that is needed by the target platform to play back prebuffered sounddata.
	SetPaused	Pauses or resumes all psai playback.
	SetVolume	Sets the psai master playback volume.
	StopMusic	Stops the music either by fading out quickly, or by enqueueing and End-Segment.
	TriggerMusicTheme(Int32, Single)	Request for playing a certain Theme at the desired intensity
	TriggerMusicTheme(Int32, Single, Int32)	Request for playing a certain Theme at the desired

		intensity, for the given duration.
	Update	Needs to be called within your gameloop to keep psai going.

Properties

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

See Also

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



psai for Unity

PsaiCore Constructor

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public PsaiCore()
```



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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PsaiCore Methods

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

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

Methods

	Name	Description
	AddToCurrentIntensity	Increases (or decreases) the current dynamic intensity level, without changing the intensity falloff slope.
	CheckIfAtLeastOneDirectTransitionOrLayeringIsPossible	Returns true if there is at least one Segment in the target Theme that is marked as directly compatible to the source Segment.
	CutSceneEnter	Enters a cutscene, using the given Theme as the background music.
	CutSceneIsActive	Returns true if psai is currently in Cutscene Mode, false otherwise.
	CutSceneLeave	Leaves the CutScene Mode. See CutSceneEnter for more information.
	GetCurrentIntensity	[DEPRECATED] Use GetPsaiInfo() instead.
	GetCurrentSegmentId	Returns the id of the Segment that's currently playing.
	GetCurrentThemeId	Returns the id of the Theme that's currently playing (or just about to switch to). [DEPRECATED] Use GetPsaiInfo().effectiveThemeId .
	GetPsaiInfo	Returns information about the current state of the psai engine.
	GetRemainingMillisecondsOfCurrentSegmentPlayback	Returns the number of remaining milliseconds until the current Segment playback has reached its end, including the PostBeat region
	GetRemainingMillisecondsUntilNextSegmentStart	Returns the number of remaining milliseconds until the next Segment will start playing.
	GetSegmentInfo	Returns information about the Segment with the given segmentId.
	GetSoundtrackInfo	Returns information about the psai soundtrack currently loaded.
	GetThemeInfo	Returns information about the Theme with the given themeId.
	GetVolume	Returns the psai master playback volume.
	HoldCurrentIntensity	Deactivates/reactivates the automatic decrease of the dynamic Intensity while the current Theme is playing.
	LoadSoundtrack	Loads the binary soundtrack configuration file created by the PsaiEditor
	MenuModeEnter	Activates the Menu Mode and plays a given Theme as the menu background music.
	MenuModeIsActive	Returns true if psai is currently in Menu Mode, false otherwise.
	MenuModeLeave	Leaves the Menu Mode. See MenuModeEnter for more information.
	PlaySegment	Immediately plays back the given Segment.
	ReturnToLastBasicMood	Ends the current Theme and returns to the most recently triggered Basic Mood.
	SetLogLevel	Sets the detail level of information written to the output console and log file.
	SetMaximumLatencyNeededByPlatformToBufferSounddata	Sets the maximum latency in milliseconds that is needed by the target platform to buffer soundfiles from the storage medium.
	SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata	Sets the maximum latency in milliseconds that is needed by the target platform to play back prebuffered sounddata.
	SetPaused	Pauses or resumes all psai playback.
	SetVolume	Sets the psai master playback volume.
	StopMusic	Stops the music either by fading out quickly, or by enqueueing and End-Segment.
	TriggerMusicTheme(Int32, Single)	Request for playing a certain Theme at the desired intensity
	TriggerMusicTheme(Int32, Single, Int32)	Request for playing a certain Theme at the desired intensity, for the given duration.
	Update	Needs to be called within your gameloop to keep psai going.

See Also



psai for Unity

PsaiCore.AddToCurrentIntensity Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Parameters

deltaIntensity

Type: [System.Single](#)

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

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful

Remarks

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

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.CheckIfAtLeastOneDirectTransitionOrLayeringIsPossible Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

sourceSegmentId

Type: [System.Int32](#)

the id of the Source Segment

targetThemeId

Type: [System.Int32](#)

the id of the Theme to transition to

Return Value

Type: [Boolean](#)



Remarks

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



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.CutSceneEnter Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Parameters

themeId

Type: [System.Int32](#)

the id of the Theme to be played during the cutscene

intensity

Type: [System.Single](#)

the static intensity by which to play the cutscene Theme.

Return Value

Type: [PsaiResult](#)

"PsaiResult.OK	if successful
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call MenuModeLeave() first.
"PsaiResult.commandIgnoredCutsceneActive	the command was ignored, psai is already in Cutscene Mode.

Remarks

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

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.CutSceneIsActive Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public bool CutSceneIsActive()
```

Return Value

Type: [Boolean](#)

true if psai is in Cutscene Mode



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.CutSceneLeave Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

immediately

Type: [System.Boolean](#)

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

reset

Type: [System.Boolean](#)

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

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.GetCurrentIntensity Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public float GetCurrentIntensity()
```

Return Value

Type: [Single](#)

the current intensity value between 0.0f and 1.0f



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.GetCurrentSegmentId Method

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

Returns the id of the Segment that's currently playing.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int GetCurrentSegmentId()
```

Return Value

Type: [Int32](#)
the id of the current Segment



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.GetCurrentThemeId Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int GetCurrentThemeId()
```

Return Value

Type: [Int32](#)

the id of the Theme currently playing



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.GetPsaiInfo Method

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

Returns information about the current state of the psai engine.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public PsaiInfo GetPsaiInfo()
```

Return Value

Type: [PsaiInfo](#)

a datastructure of type [PsaiInfo](#)



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.GetRemainingMillisecondsOfCurrentSegmentPlayback Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int GetRemainingMillisecondsOfCurrentSegmentPlayback()
```

Return Value

Type: [Int32](#)

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



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.GetRemainingMillisecondsUntilNextSegmentStart Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int GetRemainingMillisecondsUntilNextSegmentStart()
```

Return Value

Type: [Int32](#)

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



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.GetSegmentInfo Method

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

Returns information about the Segment with the given segmentId.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Parameters

segmentId

Type: [System.Int32](#)

the Segment's id

Return Value

Type: [SegmentInfo](#)

a datastructure of type [SegmentInfo](#)

Remarks

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

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.GetSoundtrackInfo Method

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

Returns information about the psai soundtrack currently loaded.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public SoundtrackInfo GetSoundtrackInfo()
```

Return Value

Type: [SoundtrackInfo](#)

a datastructure of type [SoundtrackInfo](#)



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.GetThemeInfo Method

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

Returns information about the Theme with the given themeId.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

themeId

Type: [System.Int32](#)

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

Return Value

Type: [ThemeInfo](#)

a datastructure of type [ThemeInfo](#)



Remarks

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



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.GetVolume Method

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

Returns the psai master playback volume.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public float GetVolume()
```

Return Value

Type: [Single](#)

volume between 0.0f and 1.0f



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.HoldCurrentIntensity Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

hold

Type: [System.Boolean](#)

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

Return Value

Type: [PsaiResult](#)

"PsaiResult.OK	if successful
"PsaiResult.commandIgnoredr	ignored because the intensity is already being held
"PsaiResult.commandIgnoredMenuModeActive	the command was ignored, call MenuModeLeave() first.
"PsaiResult.commandIgnoredCutsceneActive	the command was ignored, call CutSceneLeave() first.



Remarks

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



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.LoadSoundtrack Method

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

Loads the binary soundtrack configuration file created by the PsaiEditor

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

pathToPcbFile

Type: [System.String](#)

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

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.MenuModeEnter Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Parameters

menuThemeId

Type: [System.Int32](#)

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

menuThemeIntensity

Type: [System.Single](#)

the static intensity of the menu Theme playback

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful

Remarks

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

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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



psai for Unity

PsaiCore.MenuModelsActive Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public bool MenuModeIsActive()
```

Return Value

Type: [Boolean](#)

true if the MenuMode is active, false otherwise



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.MenuModeLeave Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public PsaiResult MenuModeLeave()
```

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.PlaySegment Method

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

Immediately plays back the given Segment.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

segmentId

Type: [System.Int32](#)

the id of the Segment to play

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



Remarks

This method is mainly intended for testing or debugging purposes.



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.ReturnToLastBasicMood Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

immediately

Type: [System.Boolean](#)

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

Return Value

Type: [PsaiResult](#)

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



Remarks

The transition to the Basic Mood will be interrupted by any call to [TriggerMusicTheme\(\)](#).



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.SetLogLevel Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

```
public bool SetLogLevel(  
    LogLevel newLogLevel  
)
```

Parameters

newLogLevel

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

the desired level of logging information

Return Value

Type: [Boolean](#)

PsaiResult.OK if successful

Remarks

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

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.SetMaximumLatencyNeededByPlatformToBufferSounddata Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

LatencyInMilliseconds

Type: [System.Int32](#)

the buffering latency in milliseconds

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



Remarks

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



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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

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psai for Unity

PsaiCore.SetMaximumLatencyNeededByPlatformToPlayBackBufferedSounddata Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Parameters

latencyInMilliseconds

Type: [System.Int32](#)

the buffering latency in milliseconds

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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

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psai for Unity

PsaiCore.SetPaused Method

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

Pauses or resumes all psai playback.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

setPaused

Type: [System.Boolean](#)

true to pause, false to resume



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.SetVolume Method

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

Sets the psai master playback volume.

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

volume

Type: [System.Single](#)

volume between 0.0f and 1.0f



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.StopMusic Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Parameters

immediately

Type: [System.Boolean](#)

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

Return Value

Type: [PsaiResult](#)

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

Remarks

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

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)





psai for Unity

PsaiCore.TriggerMusicTheme Method

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

Overload List

	Name	Description
	TriggerMusicTheme(Int32, Single)	Request for playing a certain Theme at the desired intensity
	TriggerMusicTheme(Int32, Single, Int32)	Request for playing a certain Theme at the desired intensity, for the given duration.

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore.TriggerMusicTheme Method (Int32, Single)

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

Request for playing a certain Theme at the desired intensity

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Parameters

themeId

Type: [System.Int32](#)

The id of the Theme to play

intensity

Type: [System.Single](#)

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

Return Value

Type: [PsaiResult](#)

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

Remarks

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

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[TriggerMusicTheme Overload](#)

[psai.net Namespace](#)



psai for Unity

PsaiCore.TriggerMusicTheme Method (Int32, Single, Int32)

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

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

Parameters

themeId

Type: [System.Int32](#)

The id of the Theme to play

intensity

Type: [System.Single](#)

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

musicDurationInSeconds

Type: [System.Int32](#)

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

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[TriggerMusicTheme Overload](#)

[psai.net Namespace](#)

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



psai for Unity

PsaiCore.Update Method

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public PsaiResult Update()
```

Return Value

Type: [PsaiResult](#)

PsaiResult.OK if successful



See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiCore Properties

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

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

Properties

	Name	Description
	Instance	Returns an instance of PsaiCore as a Singleton. Remarks The PsaiCore class provides this Singleton for convenience, so you can easily access your psai soundtrack from all classes.

See Also

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



psai for Unity

PsaiCore.Instance Property

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

Returns an instance of PsaiCore as a Singleton.

Remarks

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

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

Property Value

Type: [PsaiCore](#)

gets the reference to the PsaiCore Singleton

See Also

[PsaiCore Class](#)

[PsaiCore Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiInfo Class

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public class PsaiInfo
```



Inheritance Hierarchy

[System.Object](#)

psai.net.PsaiInfo



See Also

[PsaiInfo Members](#)

[psai.net Namespace](#)

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


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PsaiInfo Members



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

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

Constructors

	Name	Description
	PsaiInfo	Initializes a new instance of the PsaiInfo class

Fields

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

See Also

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



psai for Unity

PsaiInfo Constructor

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public PsaiInfo()
```



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)

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PsaiInfo Fields

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

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

Fields

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

See Also

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



psai for Unity

PsaiInfo.currentIntensity Field

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

the current dynamic Intensity level

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public float currentIntensity
```

Field Value

Type: [Single](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.effectiveThemeId Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int effectiveThemeId
```

Field Value

Type: [Int32](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.intensityIsHeld Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public bool intensityIsHeld
```

Field Value

Type: [Boolean](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.lastBasicMoodThemeId Field

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

the id of the last Basic Mood triggered

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int lastBasicMoodThemeId
```

Field Value

Type: [Int32](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.paused Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public bool paused
```

Field Value

Type: [Boolean](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.psaiState Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public PsaiState psaiState
```

Field Value

Type: [PsaiState](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.remainingMillisecondsInRestMode Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int remainingMillisecondsInRestMode
```

Field Value

Type: [Int32](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.returningToLastBasicMood Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public bool returningToLastBasicMood
```

Field Value

Type: [Boolean](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.targetSegmentId Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int targetSegmentId
```

Field Value

Type: [Int32](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)

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psai for Unity

PsaiInfo.themesQueued Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int themesQueued
```

Field Value

Type: [Int32](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.upcomingIntensity Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public float upcomingIntensity
```

Field Value

Type: [Single](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.upcomingPsaiState Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public PsaiState upcomingPsaiState
```

Field Value

Type: [PsaiState](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiInfo.upcomingThemeId Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int upcomingThemeId
```

Field Value

Type: [Int32](#)



See Also

[PsaiInfo Class](#)

[PsaiInfo Members](#)

[psai.net Namespace](#)



psai for Unity

PsaiResult Enumeration

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

The return value of most of psai's api methods

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

```
public enum PsaiResult
```

Members

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

See Also

[psai.net Namespace](#)

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psai for Unity

PsaiState Enumeration

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public enum PsaiState
```



Members

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



See Also

[psai.net Namespace](#)

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psai for Unity

SegmentInfo Class

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public class SegmentInfo
```



Inheritance Hierarchy

[System.Object](#)

psai.net.SegmentInfo



See Also

[SegmentInfo Members](#)

[psai.net Namespace](#)

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


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SegmentInfo Members










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

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

Constructors

	Name	Description
	SegmentInfo	Initializes a new instance of the SegmentInfo class

Fields

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

See Also

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



psai for Unity

SegmentInfo Constructor

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public SegmentInfo()
```



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)










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SegmentInfo Fields

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

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

Fields

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

See Also

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



psai for Unity

SegmentInfo.fullLengthInMilliseconds Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int fullLengthInMilliseconds
```

Field Value

Type: [Int32](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.id Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int id
```

Field Value

Type: [Int32](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.intensity Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public float intensity
```

Field Value

Type: [Single](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.name Field

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

the Segment's name

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public string name
```

Field Value

Type: [String](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.playcount Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int playcount
```

Field Value

Type: [Int32](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.postBeatLengthInMilliseconds Field

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

the length of the Segment's postbeat region in milliseconds

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int postBeatLengthInMilliseconds
```

Field Value

Type: [Int32](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.preBeatLengthInMilliseconds Field

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

the length of the Segment's prebeat region in milliseconds

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int preBeatLengthInMilliseconds
```

Field Value

Type: [Int32](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.segmentSuitabilitiesBitfield Field

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

a bitwise combination of the Segment's Suitabilities

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int segmentSuitabilitiesBitfield
```

Field Value

Type: [Int32](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentInfo.themeId Field

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

the id of the Segment's Theme

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int themeId
```

Field Value

Type: [Int32](#)



See Also

[SegmentInfo Class](#)

[SegmentInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SegmentSuitability Enumeration

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

```
public enum SegmentSuitability
```

Members

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

See Also

[psai.net Namespace](#)



psai for Unity

SoundtrackInfo Class

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public class SoundtrackInfo
```



Inheritance Hierarchy

[System.Object](#)

psai.net.SoundtrackInfo



See Also

[SoundtrackInfo Members](#)

[psai.net Namespace](#)

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


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SoundtrackInfo Members



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

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

Constructors

	Name	Description
	SoundtrackInfo	Initializes a new instance of the SoundtrackInfo class

Fields

	Name	Description
	themeCount	the number of Themes currently loaded
	themeIds	an array of length themeCount, that will hold all the Theme ids of the Soundtrack currently loaded

See Also

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



psai for Unity

SoundtrackInfo Constructor

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public SoundtrackInfo()
```



See Also

[SoundtrackInfo Class](#)

[SoundtrackInfo Members](#)

[psai.net Namespace](#)

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psai for Unity

SoundtrackInfo Fields

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

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

Fields

	Name	Description
	themeCount	the number of Themes currently loaded
	themeIds	an array of length themeCount, that will hold all the Theme ids of the Soundtrack currently loaded

See Also

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

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psai for Unity

SoundtrackInfo.themeCount Field

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

the number of Themes currently loaded

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int themeCount
```

Field Value

Type: [Int32](#)



See Also

[SoundtrackInfo Class](#)

[SoundtrackInfo Members](#)

[psai.net Namespace](#)



psai for Unity

SoundtrackInfo.themeIds Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int[] themeIds
```

Field Value

Type: [Int32](#)[]



See Also

[SoundtrackInfo Class](#)

[SoundtrackInfo Members](#)

[psai.net Namespace](#)



psai for Unity

ThemeInfo Class

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public class ThemeInfo
```



Inheritance Hierarchy

[System.Object](#)

psai.net.ThemeInfo



See Also

[ThemeInfo Members](#)

[psai.net Namespace](#)

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


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ThemeInfo Members





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

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

Constructors

	Name	Description
	ThemeInfo	Initializes a new instance of the ThemeInfo class

Fields

	Name	Description
	id	The id of the Theme, which is unique for each Soundtrack.
	name	the Theme's name
	segmentIds	an array containing the ids of all Segments of this Theme
	type	The Theme's ThemeType

See Also

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



psai for Unity

ThemeInfo Constructor

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public ThemeInfo()
```



See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)

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psai for Unity

ThemeInfo Fields

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

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

Fields

	Name	Description
	id	The id of the Theme, which is unique for each Soundtrack.
	name	the Theme's name
	segmentIds	an array containing the ids of all Segments of this Theme
	type	The Theme's ThemeType

See Also

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

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psai for Unity

ThemeInfo.id Field

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int id
```

Field Value

Type: [Int32](#)



See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)



psai for Unity

ThemeInfo.name Field

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

the Theme's name

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public string name
```

Field Value

Type: [String](#)



See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)

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psai for Unity

ThemeInfo.segmentIds Field

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

an array containing the ids of all Segments of this Theme

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public int[] segmentIds
```

Field Value

Type: [Int32](#)[]



See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)



psai for Unity

ThemeInfo.type Field

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

The Theme's ThemeType

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)



Syntax

C#

```
public ThemeType type
```

Field Value

Type: [ThemeType](#)



See Also

[ThemeInfo Class](#)

[ThemeInfo Members](#)

[psai.net Namespace](#)



psai for Unity

ThemeType Enumeration

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

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

Namespace: [psai.net](#)

Assembly: psaiCoreDotNet (in psaiCoreDotNet.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

```
public enum ThemeType
```

Members

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

See Also

[psai.net Namespace](#)