# C2SIM Namespace

## Classes

|  |  |
| --- | --- |
| [C2SIMSDK](#_D2BDD93A_Topic) | Methods and events for interacting with a C2SIM environment, issuing commands and messages, and receiving notifications |
| [C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic) | Notification parameter: Header and Body of the message |
| [C2SIMSDKSettings](#_58EE466A_Topic) | C2SIM SDK configuration settings |
| [C2SIMServerResponse](#_1774BFFA_Topic) | Object returned by a C2SIM server as a response to a command/pushed message |
| [NotificationHeader](#_BAE9F353_Topic) | Wrap the Library header to avoid an extra reference in code using the SDK |

## Interfaces

|  |  |
| --- | --- |
| [IC2SIMSDK](#_C6EB32BB_Topic) | C2SIMSDK Interface |

## Enumerations

|  |  |
| --- | --- |
| [C2SIMSDK.C2SIMCommands](#_E4BEAB2C_Topic) | Commands accepted by the C2SIM server |
| [C2SIMSDK.C2SIMServerStatus](#_43F74A5F_Topic) | Server status |
| [C2SIMServerResponse.ResponseStatus](#_6ED4F3D4_Topic) | Status indicating outcome of the operation |

# C2SIMSDK Class

Methods and events for interacting with a C2SIM environment, issuing commands and messages, and receiving notifications

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public class C2SIMSDK : IC2SIMSDK, IDisposable |

|  |
| --- |
| C++ |
| public ref class C2SIMSDK : IC2SIMSDK,   IDisposable |

|  |
| --- |
| F# |
| type C2SIMSDK =   class  interface IC2SIMSDK  interface IDisposable  end |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDK = function();  Type.createClass(  'C2SIM.C2SIMSDK',  null,  C2SIM.IC2SIMSDK,  IDisposable); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMSDK |
| **Implements** | [IC2SIMSDK](#_C6EB32BB_Topic), [IDisposable](https://learn.microsoft.com/dotnet/api/system.idisposable) |

## Constructors

|  |  |
| --- | --- |
| [C2SIMSDK(ILoggerFactory, C2SIMSDKSettings)](#_C46EB7B6_Topic) | Construct SDK object |
| [C2SIMSDK(ILoggerFactory, IOptions(C2SIMSDKSettings))](#_C8291DD1_Topic) | Construct SDK object from IOptions - configured |

## Properties

|  |  |
| --- | --- |
| [Protocol](#_E9ECBF7D_Topic) | C2SIM protocol (C2SIM, BML) |
| [ProtocolVersion](#_3E2188F1_Topic) | Version of the protocol (1.0.0, 0.0.9, ...) |
| [RestEndpoint](#_628A0E99_Topic) | C2SIM REST services endpoint |
| [StompEndpoint](#_37E15241_Topic) | C2SIM Notification (STOMP) service endpoint |

## Methods

|  |  |
| --- | --- |
| [AssertStatus](#_45E8F5EE_Topic) | Checks that the current server status is the expected one |
| [Connect](#_4CCF241A_Topic) | Connect to a STOMP server |
| [Disconnect](#_BD5846D2_Topic) | Disconnect from the notification service (STOMP) |
| [Dispose()](#_56AE0166_Topic) | Dispose |
| [Dispose(Boolean)](#_25168989_Topic) | Dispose |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [FromC2SIMObject(T)](#_D060BCFA_Topic) | Serialize object T to xml string |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetMachineID](#_E73D61FB_Topic) | Get a unique id for a machine |
| [GetRootException](#_32109922_Topic) | Get the original / innermost exception wrapped within the C2SIMClientException |
| [GetStatus](#_75785771_Topic) | Get the current server status |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [IsConnected](#_E789B27_Topic) | Connection to C2SIM notification service |
| [JoinSession](#_97F130B6_Topic) | Request to join a potentially ongoing session, where initialization messages have already been published |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [OnC2SIMMessageReceived](#_2FF7B27B_Topic) | Message received - provides raw (unparsed) XML for every message |
| [OnError](#_FE8147E7_Topic) | Error was issued |
| [OnInitializationReceived](#_239D02D9_Topic) | Initialization message received |
| [OnOderReceived](#_FE111885_Topic) | Order message received |
| [OnReportReceived](#_A08893E_Topic) | Report message received |
| [OnStatusChangeReceived](#_22C7118A_Topic) | Command message received - indicates server status changes |
| [PushCommand(C2SIMSDK.C2SIMCommands, String[])](#_19E06AB1_Topic) | Issue a command |
| [PushCommand(C2SIMSDK.C2SIMCommands, String, String, String)](#_525EBBB0_Topic) | Issue a command |
| [PushInitializationMessage](#_78DBB060_Topic) | Send an Initialization message to the server |
| [PushMessage](#_2B3158D0_Topic) | Send a message to the server |
| [PushOrderMessage](#_D98E5E16_Topic) | Send an Order message to the server |
| [PushReportMessage](#_C69FB9D5_Topic) | Send a Report message to the server |
| [ResetToInitializing](#_D10B31C0_Topic) | Reset the server to a state where it accepts initialization messages |
| [StompPublish](#_AD08FE2E_Topic) | Publish a message to STOMP |
| [SwitchToRunning](#_28BB8761_Topic) | Set the server to a state where it accepts Order/Report messages |
| [ToC2SIMObject(T)](#_743D541C_Topic) | Deserialize object T from xml string |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## Events

|  |  |
| --- | --- |
| [C2SIMMessageReceived](#_4A040BA5_Topic) | Triggered for every message received - provides unparsed serialized MessageBodyType content |
| [Error](#_E3C28D5F_Topic) | Triggered when an SDK processing error occurs |
| [InitializationReceived](#_7EFA37FD_Topic) | Triggered when an Initialization message is received - provides serialized C2SIMInitializationBodyType content |
| [OderReceived](#_7251456A_Topic) | Triggered when an Order message is received - provides serialized OrderBodyType content |
| [ReportReceived](#_FAF43C9_Topic) | Triggered when a Report message is received - provides serialized ReportBodyType content |
| [StatusChangedReceived](#_2D98C891_Topic) | Triggered when a Command message is received, signaling a change in the server status |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK(ILoggerFactory, C2SIMSDKSettings) Constructor

Construct SDK object

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMSDK(  ILoggerFactory loggerFactory,  C2SIMSDKSettings settings ) |

|  |
| --- |
| C++ |
| public: C2SIMSDK(  ILoggerFactory^ loggerFactory,   C2SIMSDKSettings^ settings ) |

|  |
| --- |
| F# |
| new :   loggerFactory : ILoggerFactory \*   settings : C2SIMSDKSettings -> C2SIMSDK |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDK = function(loggerFactory, settings); |

#### Parameters

loggerFactory [ILoggerFactory](https://learn.microsoft.com/dotnet/api/microsoft.extensions.logging.iloggerfactory)

Logger facrory to use

settings [C2SIMSDKSettings](#_58EE466A_Topic)

Configuration settings

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK(ILoggerFactory, IOptions<C2SIMSDKSettings>) Constructor

Construct SDK object from IOptions - configured

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMSDK(  ILoggerFactory loggerFactory,  IOptions<C2SIMSDKSettings> options ) |

|  |
| --- |
| C++ |
| public: C2SIMSDK(  ILoggerFactory^ loggerFactory,   IOptions<C2SIMSDKSettings^>^ options ) |

|  |
| --- |
| F# |
| new :   loggerFactory : ILoggerFactory \*   options : IOptions<C2SIMSDKSettings> -> C2SIMSDK |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDK = function(loggerFactory, options); |

#### Parameters

loggerFactory [ILoggerFactory](https://learn.microsoft.com/dotnet/api/microsoft.extensions.logging.iloggerfactory)

Logger factory to use

options [IOptions](https://learn.microsoft.com/dotnet/api/microsoft.extensions.options.ioptions-1)([C2SIMSDKSettings](#_58EE466A_Topic))

Configuration settings wrapped in IOptions

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.Protocol Property

C2SIM protocol (C2SIM, BML)

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Protocol { get; } |

|  |
| --- |
| C++ |
| public: virtual property String^ Protocol {  String^ get () sealed; } |

|  |
| --- |
| F# |
| abstract Protocol : string with get override Protocol : string with get |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMSDK.Protocol](#_F1794E4E_Topic)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.ProtocolVersion Property

Version of the protocol (1.0.0, 0.0.9, ...)

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ProtocolVersion { get; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ProtocolVersion {  String^ get () sealed; } |

|  |
| --- |
| F# |
| abstract ProtocolVersion : string with get override ProtocolVersion : string with get |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMSDK.ProtocolVersion](#_ABD6094B_Topic)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.RestEndpoint Property

C2SIM REST services endpoint

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RestEndpoint { get; } |

|  |
| --- |
| C++ |
| public: virtual property String^ RestEndpoint {  String^ get () sealed; } |

|  |
| --- |
| F# |
| abstract RestEndpoint : string with get override RestEndpoint : string with get |

|  |
| --- |
| JavaScript |
| function get\_RestEndpoint(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMSDK.RestEndpoint](#_A326A6F8_Topic)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.StompEndpoint Property

C2SIM Notification (STOMP) service endpoint

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string StompEndpoint { get; } |

|  |
| --- |
| C++ |
| public: virtual property String^ StompEndpoint {  String^ get () sealed; } |

|  |
| --- |
| F# |
| abstract StompEndpoint : string with get override StompEndpoint : string with get |

|  |
| --- |
| JavaScript |
| function get\_StompEndpoint(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMSDK.StompEndpoint](#_C4208F23_Topic)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.AssertStatus Method

Checks that the current server status is the expected one

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task AssertStatus(  C2SIMSDK.C2SIMServerStatus postCondition ) |

|  |
| --- |
| C++ |
| public: virtual Task^ AssertStatus(  C2SIMSDK.C2SIMServerStatus postCondition ) sealed |

|  |
| --- |
| F# |
| abstract AssertStatus :   postCondition : C2SIMSDK.C2SIMServerStatus -> Task  override AssertStatus :   postCondition : C2SIMSDK.C2SIMServerStatus -> Task |

|  |
| --- |
| JavaScript |
| function AssertStatus(postCondition); |

#### Parameters

postCondition [C2SIMSDK.C2SIMServerStatus](#_43F74A5F_Topic)

Expected server status

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

#### Implements

[IC2SIMSDK.AssertStatus(C2SIMSDK.C2SIMServerStatus)](#_EF0278A7_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | If current status does not match the post condition |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.Connect Method

Connect to a STOMP server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task Connect() |

|  |
| --- |
| C++ |
| public: virtual Task^ Connect() sealed |

|  |
| --- |
| F# |
| abstract Connect : unit -> Task  override Connect : unit -> Task |

|  |
| --- |
| JavaScript |
| function Connect(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

#### Implements

[IC2SIMSDK.Connect()](#_13FEADEB_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.Disconnect Method

Disconnect from the notification service (STOMP)

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task Disconnect() |

|  |
| --- |
| C++ |
| public: virtual Task^ Disconnect() sealed |

|  |
| --- |
| F# |
| abstract Disconnect : unit -> Task  override Disconnect : unit -> Task |

|  |
| --- |
| JavaScript |
| function Disconnect(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

#### Implements

[IC2SIMSDK.Disconnect()](#_CE106814_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.Dispose Method

Dispose

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public void Dispose() |

|  |
| --- |
| C++ |
| public: virtual void Dispose() sealed |

|  |
| --- |
| F# |
| abstract Dispose : unit -> unit  override Dispose : unit -> unit |

|  |
| --- |
| JavaScript |
| function Dispose(); |

#### Implements

[IDisposable.Dispose()](https://learn.microsoft.com/dotnet/api/system.idisposable.dispose#system-idisposable-dispose)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.Dispose(Boolean) Method

Dispose

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| protected virtual void Dispose(  bool disposing ) |

|  |
| --- |
| C++ |
| protected: virtual void Dispose(  bool disposing ) |

|  |
| --- |
| F# |
| abstract Dispose :   disposing : bool -> unit  override Dispose :   disposing : bool -> unit |

|  |
| --- |
| JavaScript |
| function Dispose(disposing); |

#### Parameters

disposing [Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

True to release both managed and unmanaged resources; false to release only unmanaged resources

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.FromC2SIMObject<T> Method

Serialize object T to xml string

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public static string FromC2SIMObject<T>(  T obj ) |

|  |
| --- |
| C++ |
| public: generic<typename T> static String^ FromC2SIMObject(  T obj ) |

|  |
| --- |
| F# |
| static member FromC2SIMObject :   obj : 'T -> string |

|  |
| --- |
| JavaScript |
| JavaScript does not support generic types or methods. |

#### Parameters

obj T

[Missing <param name="obj"/> documentation for "M:C2SIM.C2SIMSDK.FromC2SIMObject``1(``0)"]

#### Type Parameters

T

[Missing <typeparam name="T"/> documentation for "M:C2SIM.C2SIMSDK.FromC2SIMObject``1(``0)"]

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.GetMachineID Method

Get a unique id for a machine

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public static string GetMachineID() |

|  |
| --- |
| C++ |
| public: static String^ GetMachineID() |

|  |
| --- |
| F# |
| static member GetMachineID : unit -> string |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDK.GetMachineID = function(); |

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

Unique Id (MAC address-based)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.GetRootException Method

Get the original / innermost exception wrapped within the C2SIMClientException

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public static Exception GetRootException(  Exception e ) |

|  |
| --- |
| C++ |
| public: static Exception^ GetRootException(  Exception^ e ) |

|  |
| --- |
| F# |
| static member GetRootException :   e : Exception -> Exception |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDK.GetRootException = function(e); |

#### Parameters

e [Exception](https://learn.microsoft.com/dotnet/api/system.exception)

[Missing <param name="e"/> documentation for "M:C2SIM.C2SIMSDK.GetRootException(System.Exception)"]

#### Return Value

[Exception](https://learn.microsoft.com/dotnet/api/system.exception)

Original exception

## Remarks

The actual original exception may be nested within multiple Exception layers

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.GetStatus Method

Get the current server status

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<C2SIMSDK.C2SIMServerStatus> GetStatus() |

|  |
| --- |
| C++ |
| public: virtual Task<C2SIMSDK.C2SIMServerStatus>^ GetStatus() sealed |

|  |
| --- |
| F# |
| abstract GetStatus : unit -> Task<C2SIMSDK.C2SIMServerStatus>  override GetStatus : unit -> Task<C2SIMSDK.C2SIMServerStatus> |

|  |
| --- |
| JavaScript |
| function GetStatus(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMSDK.C2SIMServerStatus](#_43F74A5F_Topic))

Server status - UNKNOWN, UNINITIALIZED, INITIALIZING, INITIALIZED, RUNNING, PAUSED

#### Implements

[IC2SIMSDK.GetStatus()](#_F122465D_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Thrown if unable to retrieve the status from a server response |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.IsConnected Method

Connection to C2SIM notification service

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool IsConnected() |

|  |
| --- |
| C++ |
| public: bool IsConnected() |

|  |
| --- |
| F# |
| member IsConnected : unit -> bool |

|  |
| --- |
| JavaScript |
| function IsConnected(); |

#### Return Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.JoinSession Method

Request to join a potentially ongoing session, where initialization messages have already been published

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<string> JoinSession() |

|  |
| --- |
| C++ |
| public: virtual Task<String^>^ JoinSession() sealed |

|  |
| --- |
| F# |
| abstract JoinSession : unit -> Task<string>  override JoinSession : unit -> Task<string> |

|  |
| --- |
| JavaScript |
| function JoinSession(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

Server response - Status OK if success, ERROR otherwise

#### Implements

[IC2SIMSDK.JoinSession()](#_94E8484F_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.OnC2SIMMessageReceived Method

Message received - provides raw (unparsed) XML for every message

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| protected void OnC2SIMMessageReceived(  C2SIMSDK.C2SIMNotificationEventParams e ) |

|  |
| --- |
| C++ |
| protected: void OnC2SIMMessageReceived(  C2SIMSDK.C2SIMNotificationEventParams^ e ) |

|  |
| --- |
| F# |
| member OnC2SIMMessageReceived :   e : C2SIMSDK.C2SIMNotificationEventParams -> unit |

|  |
| --- |
| JavaScript |
| function OnC2SIMMessageReceived(e); |

#### Parameters

e [C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic)

[Missing <param name="e"/> documentation for "M:C2SIM.C2SIMSDK.OnC2SIMMessageReceived(C2SIM.C2SIMSDK.C2SIMNotificationEventParams)"]

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.OnError Method

Error was issued

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| protected void OnError(  Exception e ) |

|  |
| --- |
| C++ |
| protected: void OnError(  Exception^ e ) |

|  |
| --- |
| F# |
| member OnError :   e : Exception -> unit |

|  |
| --- |
| JavaScript |
| function OnError(e); |

#### Parameters

e [Exception](https://learn.microsoft.com/dotnet/api/system.exception)

[Missing <param name="e"/> documentation for "M:C2SIM.C2SIMSDK.OnError(System.Exception)"]

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.OnInitializationReceived Method

Initialization message received

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| protected void OnInitializationReceived(  C2SIMSDK.C2SIMNotificationEventParams e ) |

|  |
| --- |
| C++ |
| protected: void OnInitializationReceived(  C2SIMSDK.C2SIMNotificationEventParams^ e ) |

|  |
| --- |
| F# |
| member OnInitializationReceived :   e : C2SIMSDK.C2SIMNotificationEventParams -> unit |

|  |
| --- |
| JavaScript |
| function OnInitializationReceived(e); |

#### Parameters

e [C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic)

[Missing <param name="e"/> documentation for "M:C2SIM.C2SIMSDK.OnInitializationReceived(C2SIM.C2SIMSDK.C2SIMNotificationEventParams)"]

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.OnOderReceived Method

Order message received

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| protected void OnOderReceived(  C2SIMSDK.C2SIMNotificationEventParams e ) |

|  |
| --- |
| C++ |
| protected: void OnOderReceived(  C2SIMSDK.C2SIMNotificationEventParams^ e ) |

|  |
| --- |
| F# |
| member OnOderReceived :   e : C2SIMSDK.C2SIMNotificationEventParams -> unit |

|  |
| --- |
| JavaScript |
| function OnOderReceived(e); |

#### Parameters

e [C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic)

[Missing <param name="e"/> documentation for "M:C2SIM.C2SIMSDK.OnOderReceived(C2SIM.C2SIMSDK.C2SIMNotificationEventParams)"]

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.OnReportReceived Method

Report message received

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| protected void OnReportReceived(  C2SIMSDK.C2SIMNotificationEventParams e ) |

|  |
| --- |
| C++ |
| protected: void OnReportReceived(  C2SIMSDK.C2SIMNotificationEventParams^ e ) |

|  |
| --- |
| F# |
| member OnReportReceived :   e : C2SIMSDK.C2SIMNotificationEventParams -> unit |

|  |
| --- |
| JavaScript |
| function OnReportReceived(e); |

#### Parameters

e [C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic)

[Missing <param name="e"/> documentation for "M:C2SIM.C2SIMSDK.OnReportReceived(C2SIM.C2SIMSDK.C2SIMNotificationEventParams)"]

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.OnStatusChangeReceived Method

Command message received - indicates server status changes

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| protected void OnStatusChangeReceived(  C2SIMSDK.C2SIMNotificationEventParams e ) |

|  |
| --- |
| C++ |
| protected: void OnStatusChangeReceived(  C2SIMSDK.C2SIMNotificationEventParams^ e ) |

|  |
| --- |
| F# |
| member OnStatusChangeReceived :   e : C2SIMSDK.C2SIMNotificationEventParams -> unit |

|  |
| --- |
| JavaScript |
| function OnStatusChangeReceived(e); |

#### Parameters

e [C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic)

[Missing <param name="e"/> documentation for "M:C2SIM.C2SIMSDK.OnStatusChangeReceived(C2SIM.C2SIMSDK.C2SIMNotificationEventParams)"]

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.PushCommand(C2SIMSDK.C2SIMCommands, String[]) Method

Issue a command

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<string> PushCommand(  C2SIMSDK.C2SIMCommands command,  string[] tokens ) |

|  |
| --- |
| C++ |
| public: virtual Task<String^>^ PushCommand(  C2SIMSDK.C2SIMCommands command,   array<String^>^ tokens ) sealed |

|  |
| --- |
| F# |
| abstract PushCommand :   command : C2SIMSDK.C2SIMCommands \*   tokens : string[] -> Task<string>  override PushCommand :   command : C2SIMSDK.C2SIMCommands \*   tokens : string[] -> Task<string> |

|  |
| --- |
| JavaScript |
| function PushCommand(command, tokens); |

#### Parameters

command [C2SIMSDK.C2SIMCommands](#_E4BEAB2C_Topic)

[Missing <param name="command"/> documentation for "M:C2SIM.C2SIMSDK.PushCommand(C2SIM.C2SIMSDK.C2SIMCommands,System.String[])"]

tokens [String](https://learn.microsoft.com/dotnet/api/system.string)[]

Parameter array

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

Server response - formats vary depending on the command

#### Implements

[IC2SIMSDK.PushCommand(C2SIMSDK.C2SIMCommands, String[])](#_44A2E735_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.PushCommand(C2SIMSDK.C2SIMCommands, String, String, String) Method

Issue a command

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<string> PushCommand(  C2SIMSDK.C2SIMCommands command,  string parm1 = null,  string parm2 = null,  string parm3 = null ) |

|  |
| --- |
| C++ |
| public: virtual Task<String^>^ PushCommand(  C2SIMSDK.C2SIMCommands command,   String^ parm1 = nullptr,   String^ parm2 = nullptr,   String^ parm3 = nullptr ) sealed |

|  |
| --- |
| F# |
| abstract PushCommand :   command : C2SIMSDK.C2SIMCommands \*   ?parm1 : string \*   ?parm2 : string \*   ?parm3 : string  (\* Defaults:  let \_parm1 = defaultArg parm1 null  let \_parm2 = defaultArg parm2 null  let \_parm3 = defaultArg parm3 null \*) -> Task<string>  override PushCommand :   command : C2SIMSDK.C2SIMCommands \*   ?parm1 : string \*   ?parm2 : string \*   ?parm3 : string  (\* Defaults:  let \_parm1 = defaultArg parm1 null  let \_parm2 = defaultArg parm2 null  let \_parm3 = defaultArg parm3 null \*) -> Task<string> |

|  |
| --- |
| JavaScript |
| function PushCommand(command, parm1, parm2, parm3); |

#### Parameters

command [C2SIMSDK.C2SIMCommands](#_E4BEAB2C_Topic)

[Missing <param name="command"/> documentation for "M:C2SIM.C2SIMSDK.PushCommand(C2SIM.C2SIMSDK.C2SIMCommands,System.String,System.String,System.String)"]

parm1 [String](https://learn.microsoft.com/dotnet/api/system.string) (Optional)

Optional parameter - varies depending on command

parm2 [String](https://learn.microsoft.com/dotnet/api/system.string) (Optional)

Optional parameter - varies depending on command

parm3 [String](https://learn.microsoft.com/dotnet/api/system.string) (Optional)

Optional parameter - varies depending on command

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

Server response - formats vary depending on the command

#### Implements

[IC2SIMSDK.PushCommand(C2SIMSDK.C2SIMCommands, String, String, String)](#_6EB8E279_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.PushInitializationMessage Method

Send an Initialization message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<C2SIMServerResponse> PushInitializationMessage(  string xmlMessage ) |

|  |
| --- |
| C++ |
| public: virtual Task<C2SIMServerResponse^>^ PushInitializationMessage(  String^ xmlMessage ) sealed |

|  |
| --- |
| F# |
| abstract PushInitializationMessage :   xmlMessage : string -> Task<C2SIMServerResponse>  override PushInitializationMessage :   xmlMessage : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushInitializationMessage(xmlMessage); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

Serialized C2SIMInitializationBodyType or full MessageBodyType

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

#### Implements

[IC2SIMSDK.PushInitializationMessage(String)](#_83ACE521_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.PushMessage Method

Send a message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<C2SIMServerResponse> PushMessage(  string xmlMessage,  string performative ) |

|  |
| --- |
| C++ |
| public: virtual Task<C2SIMServerResponse^>^ PushMessage(  String^ xmlMessage,   String^ performative ) sealed |

|  |
| --- |
| F# |
| abstract PushMessage :   xmlMessage : string \*   performative : string -> Task<C2SIMServerResponse>  override PushMessage :   xmlMessage : string \*   performative : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushMessage(xmlMessage, performative); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

Serialized MessageBodyType

performative [String](https://learn.microsoft.com/dotnet/api/system.string)

INFORM, ORDER, REPORT - need to match the type of xmlMessage - Initialization, Order, or Report

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

#### Implements

[IC2SIMSDK.PushMessage(String, String)](#_B6887A1E_Topic)

## Remarks

This is a generic version of the specialized PushInitializeMessage, PushOrderMessage and PushReportMessage, which should be preferred

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.PushOrderMessage Method

Send an Order message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<C2SIMServerResponse> PushOrderMessage(  string xmlMessage ) |

|  |
| --- |
| C++ |
| public: virtual Task<C2SIMServerResponse^>^ PushOrderMessage(  String^ xmlMessage ) sealed |

|  |
| --- |
| F# |
| abstract PushOrderMessage :   xmlMessage : string -> Task<C2SIMServerResponse>  override PushOrderMessage :   xmlMessage : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushOrderMessage(xmlMessage); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

Serialized OrderBodyType or full MessageBodyType

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

#### Implements

[IC2SIMSDK.PushOrderMessage(String)](#_E3D96731_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.PushReportMessage Method

Send a Report message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task<C2SIMServerResponse> PushReportMessage(  string xmlMessage ) |

|  |
| --- |
| C++ |
| public: virtual Task<C2SIMServerResponse^>^ PushReportMessage(  String^ xmlMessage ) sealed |

|  |
| --- |
| F# |
| abstract PushReportMessage :   xmlMessage : string -> Task<C2SIMServerResponse>  override PushReportMessage :   xmlMessage : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushReportMessage(xmlMessage); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

Serialized ReportBodyType or full MessageBodyType

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

#### Implements

[IC2SIMSDK.PushReportMessage(String)](#_8397322F_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.ResetToInitializing Method

Reset the server to a state where it accepts initialization messages

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task ResetToInitializing() |

|  |
| --- |
| C++ |
| public: virtual Task^ ResetToInitializing() sealed |

|  |
| --- |
| F# |
| abstract ResetToInitializing : unit -> Task  override ResetToInitializing : unit -> Task |

|  |
| --- |
| JavaScript |
| function ResetToInitializing(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

#### Implements

[IC2SIMSDK.ResetToInitializing()](#_3101F581_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Thrown if there is a failure during the setup or if the final state is not Initializing |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.StompPublish Method

Publish a message to STOMP

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task StompPublish(  string cmd,  List<string> headers,  string xml ) |

|  |
| --- |
| C++ |
| public: virtual Task^ StompPublish(  String^ cmd,   List<String^>^ headers,   String^ xml ) sealed |

|  |
| --- |
| F# |
| abstract StompPublish :   cmd : string \*   headers : List<string> \*   xml : string -> Task  override StompPublish :   cmd : string \*   headers : List<string> \*   xml : string -> Task |

|  |
| --- |
| JavaScript |
| function StompPublish(cmd, headers, xml); |

#### Parameters

cmd [String](https://learn.microsoft.com/dotnet/api/system.string)

headers [List](https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

#### Implements

[IC2SIMSDK.StompPublish(String, List(String), String)](#_52BF492_Topic)

## Remarks

Low level control over the server Use with care, as this may interfere with the state that is set by the C2SIM procedures embedded in the library See [for additional details](https://stomp.github.io/stomp-specification-1.2.html#Connecting) SEND, SUBSCRIBE, UNSUBSCRIBE, BEGIN, COMMIT, ABORT, ACK,NACK, DISCONNECT

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.SwitchToRunning Method

Set the server to a state where it accepts Order/Report messages

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Task SwitchToRunning() |

|  |
| --- |
| C++ |
| public: virtual Task^ SwitchToRunning() sealed |

|  |
| --- |
| F# |
| abstract SwitchToRunning : unit -> Task  override SwitchToRunning : unit -> Task |

|  |
| --- |
| JavaScript |
| function SwitchToRunning(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

#### Implements

[IC2SIMSDK.SwitchToRunning()](#_863A7030_Topic)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Thrown if there is a failure during the setup or if the final state is not Running |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.ToC2SIMObject<T> Method

Deserialize object T from xml string

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public static T ToC2SIMObject<T>(  string xml ) |

|  |
| --- |
| C++ |
| public: generic<typename T> static T ToC2SIMObject(  String^ xml ) |

|  |
| --- |
| F# |
| static member ToC2SIMObject :   xml : string -> 'T |

|  |
| --- |
| JavaScript |
| JavaScript does not support generic types or methods. |

#### Parameters

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="xml"/> documentation for "M:C2SIM.C2SIMSDK.ToC2SIMObject``1(System.String)"]

#### Type Parameters

T

[Missing <typeparam name="T"/> documentation for "M:C2SIM.C2SIMSDK.ToC2SIMObject``1(System.String)"]

#### Return Value

T

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.C2SIMMessageReceived Event

Triggered for every message received - provides unparsed serialized MessageBodyType content

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> C2SIMMessageReceived |

|  |
| --- |
| C++ |
| public: virtual event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ C2SIMMessageReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract C2SIMMessageReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> override C2SIMMessageReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_C2SIMMessageReceived(value); function remove\_C2SIMMessageReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

#### Implements

[IC2SIMSDK.C2SIMMessageReceived](#_8041A3CB_Topic)

## Remarks

Messages in formats other than C2SIM, for example CBML, can be contained in the body. If the Header shows it is a C2SIM message, then the content is a serialized MessageBodyType. To deserialize:

|  |
| --- |
| C# |
| var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema100.MessageBodyType>(e.Body); var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema101.MessageBodyType>(e.Body); |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.Error Event

Triggered when an SDK processing error occurs

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public event EventHandler<Exception> Error |

|  |
| --- |
| C++ |
| public: virtual event EventHandler<Exception^>^ Error {  void add (EventHandler<Exception^>^ value);  void remove (EventHandler<Exception^>^ value); } |

|  |
| --- |
| F# |
| abstract Error : IEvent<EventHandler<Exception>,  Exception> override Error : IEvent<EventHandler<Exception>,  Exception> |

|  |
| --- |
| JavaScript |
| function add\_Error(value); function remove\_Error(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([Exception](https://learn.microsoft.com/dotnet/api/system.exception))

#### Implements

[IC2SIMSDK.Error](#_86E86923_Topic)

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.InitializationReceived Event

Triggered when an Initialization message is received - provides serialized C2SIMInitializationBodyType content

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> InitializationReceived |

|  |
| --- |
| C++ |
| public: virtual event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ InitializationReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract InitializationReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> override InitializationReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_InitializationReceived(value); function remove\_InitializationReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

#### Implements

[IC2SIMSDK.InitializationReceived](#_26DF672E_Topic)

## Remarks

Event Body contains a serialized C2SIMInitializationBodyType. To deserialize:

|  |
| --- |
| C# |
| var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema100.C2SIMInitializationBodyType>(e.Body); var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema101.C2SIMInitializationBodyType>(e.Body); |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.OderReceived Event

Triggered when an Order message is received - provides serialized OrderBodyType content

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> OderReceived |

|  |
| --- |
| C++ |
| public: virtual event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ OderReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract OderReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> override OderReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_OderReceived(value); function remove\_OderReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

#### Implements

[IC2SIMSDK.OderReceived](#_EEA384D5_Topic)

## Remarks

Event Body contains a serialized OrderBodyType. To deserialize:

|  |
| --- |
| C# |
| var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema100.OrderBodyType>(e.Body); var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema101.OrderBodyType>(e.Body); |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.ReportReceived Event

Triggered when a Report message is received - provides serialized ReportBodyType content

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> ReportReceived |

|  |
| --- |
| C++ |
| public: virtual event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ ReportReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract ReportReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> override ReportReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_ReportReceived(value); function remove\_ReportReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

#### Implements

[IC2SIMSDK.ReportReceived](#_93C729E7_Topic)

## Remarks

Event Body contains a serialized ReportBodyType. To deserialize:

|  |
| --- |
| C# |
| var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema100.ReportBodyType>(e.Body); var body = C2SIMSDK.ToC2SIMObject<C2SIM.Schema101.ReportBodyType>(e.Body); |

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.StatusChangedReceived Event

Triggered when a Command message is received, signaling a change in the server status

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> StatusChangedReceived |

|  |
| --- |
| C++ |
| public: virtual event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ StatusChangedReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract StatusChangedReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> override StatusChangedReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_StatusChangedReceived(value); function remove\_StatusChangedReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

#### Implements

[IC2SIMSDK.StatusChangedReceived](#_B5417DF0_Topic)

## Remarks

Event Body contains a serialized SystemCommandBodyType. To deserialize:

|  |
| --- |
| C# |
| var body = C2SIMSDK.ToC2SIMObject<C2SIM.CustomSchema.SystemCommandBodyType>(e.Body); |

SystemCommandTypeCode main codes: - SubmitInitialization - ready to receive Initialization messages - INITIALIZE command was issued - StartScenario - ready to receive Order messages - START command was issued Other intermediate states: - ResetScenario - state becomes UNITIALIZED - RESET command was issued - InitializationComplete - state becomes INITIALIZED - SHARE command was issued - StopScenario - state reverts to INITIALIZED - STOP command was issued

## See Also

#### Reference

[C2SIMSDK Class](#_D2BDD93A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.C2SIMCommands Enumeration

Commands accepted by the C2SIM server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public enum C2SIMCommands |

|  |
| --- |
| C++ |
| public enum class C2SIMCommands |

|  |
| --- |
| F# |
| type C2SIMCommands |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMCommands = function(); C2SIM.C2SIMCommands.createEnum('C2SIM.C2SIMCommands', false); |

## Members

|  |  |  |
| --- | --- | --- |
| STOP | 0 |  |
| RESET | 1 |  |
| INITIALIZE | 2 |  |
| SHARE | 3 |  |
| START | 4 |  |
| PAUSE | 5 |  |
| STATUS | 6 |  |
| QUERYINIT | 7 |  |
| RESTART | 8 |  |
| GETSIMMULT | 9 |  |
| SETSIMMULT | 10 |  |
| STARTPLAY | 11 |  |
| STOPPLAY | 12 |  |
| PAUSEPLAY | 13 |  |
| GETPLAYSTAT | 14 |  |
| GETPLAYMULT | 15 |  |
| SETPLAYMULT | 16 |  |
| STARTREC | 17 |  |
| STOPREC | 18 |  |
| PAUSEREC | 19 |  |
| RESTARTREC | 20 |  |
| GETRECSTAT | 21 |  |
| MAGIC | 22 |  |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.C2SIMNotificationEventParams Class

Notification parameter: Header and Body of the message

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public class C2SIMNotificationEventParams |

|  |
| --- |
| C++ |
| public ref class C2SIMNotificationEventParams |

|  |
| --- |
| F# |
| type C2SIMNotificationEventParams = class end |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMNotificationEventParams = function();  Type.createClass(  'C2SIM.C2SIMNotificationEventParams'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMSDK.C2SIMNotificationEventParams |

## Constructors

|  |  |
| --- | --- |
| [C2SIMSDK.C2SIMNotificationEventParams](#_C33D020A_Topic) | Construct a notification parameter object |

## Properties

|  |  |
| --- | --- |
| [Body](#_BEE4C80A_Topic) | Message body |
| [Header](#_6B119F0E_Topic) | C2SIM standard message header |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.C2SIMNotificationEventParams Constructor

Construct a notification parameter object

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMNotificationEventParams(  NotificationHeader header,  string body ) |

|  |
| --- |
| C++ |
| public: C2SIMNotificationEventParams(  NotificationHeader^ header,   String^ body ) |

|  |
| --- |
| F# |
| new :   header : NotificationHeader \*   body : string -> C2SIMNotificationEventParams |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMNotificationEventParams = function(header, body); |

#### Parameters

header [NotificationHeader](#_BAE9F353_Topic)

[Missing <param name="header"/> documentation for "M:C2SIM.C2SIMSDK.C2SIMNotificationEventParams.#ctor(C2SIM.NotificationHeader,System.String)"]

body [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="body"/> documentation for "M:C2SIM.C2SIMSDK.C2SIMNotificationEventParams.#ctor(C2SIM.NotificationHeader,System.String)"]

## See Also

#### Reference

[C2SIMSDK.C2SIMNotificationEventParams Class](#_ED786349_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.C2SIMNotificationEventParams.Body Property

Message body

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Body { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Body {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Body : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Body(); function set\_Body(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

Can be one of the following depending on the type of message: SystemCommandBodyType, C2SIMInitializationBodyType, OrderBodyType, ReportBodyType

## See Also

#### Reference

[C2SIMSDK.C2SIMNotificationEventParams Class](#_ED786349_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.C2SIMNotificationEventParams.Header Property

C2SIM standard message header

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NotificationHeader Header { get; set; } |

|  |
| --- |
| C++ |
| public: property NotificationHeader^ Header {  NotificationHeader^ get ();  void set (NotificationHeader^ value); } |

|  |
| --- |
| F# |
| member Header : NotificationHeader with get, set |

|  |
| --- |
| JavaScript |
| function get\_Header(); function set\_Header(value); |

#### Property Value

[NotificationHeader](#_BAE9F353_Topic)

## See Also

#### Reference

[C2SIMSDK.C2SIMNotificationEventParams Class](#_ED786349_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDK.C2SIMServerStatus Enumeration

Server status

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public enum C2SIMServerStatus |

|  |
| --- |
| C++ |
| public enum class C2SIMServerStatus |

|  |
| --- |
| F# |
| type C2SIMServerStatus |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMServerStatus = function(); C2SIM.C2SIMServerStatus.createEnum('C2SIM.C2SIMServerStatus', false); |

## Members

|  |  |  |
| --- | --- | --- |
| UNKNOWN | 0 |  |
| UNINITIALIZED | 1 |  |
| INITIALIZING | 2 |  |
| INITIALIZED | 3 |  |
| RUNNING | 4 |  |
| PAUSED | 5 |  |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings Class

C2SIM SDK configuration settings

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public class C2SIMSDKSettings |

|  |
| --- |
| C++ |
| public ref class C2SIMSDKSettings |

|  |
| --- |
| F# |
| type C2SIMSDKSettings = class end |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDKSettings = function();  Type.createClass(  'C2SIM.C2SIMSDKSettings'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMSDKSettings |

## Constructors

|  |  |
| --- | --- |
| [C2SIMSDKSettings()](#_BC47B272_Topic) | Parameterless constructor - used by Dependency Injection |
| [C2SIMSDKSettings(String, String, String, String, String, String, Int32)](#_DE4A9B4E_Topic) | Construct Settings object |

## Properties

|  |  |
| --- | --- |
| [Protocol](#_7E7756C2_Topic) | SISO-STD-C2SIM" (or "BML") |
| [ProtocolVersion](#_C5C57DA2_Topic) | "1.0.0" for published standard, or legacy version (e.g. v9="0.0.9") |
| [RestPassword](#_9CA76649_Topic) | C2SIM server password |
| [RestUrl](#_FCE6FC_Topic) | Full C2SIM server endpoint, including host:port/path, e.g. "http://10.2.10.30:8080/C2SIMServer |
| [StompHeartBeat](#_32917FB4_Topic) | STOMP server heart beat message frequency in milliseconds |
| [StompUrl](#_1EBEC456_Topic) | Full notification service (STOMP) endpoint, including host:port/destination, e.g. "http://10.2.10.30:61613/topic/C2SIM" |
| [SubmitterId](#_E13A2466_Topic) | Id string of the submitter |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings Constructor

Parameterless constructor - used by Dependency Injection

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMSDKSettings() |

|  |
| --- |
| C++ |
| public: C2SIMSDKSettings() |

|  |
| --- |
| F# |
| new : unit -> C2SIMSDKSettings |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDKSettings = function(); |

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings(String, String, String, String, String, String, Int32) Constructor

Construct Settings object

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMSDKSettings(  string submitterId,  string restUrl,  string restPassword,  string stompUrl,  string protocol,  string protocolVersion,  int stompHeartBeat = 10000 ) |

|  |
| --- |
| C++ |
| public: C2SIMSDKSettings(  String^ submitterId,   String^ restUrl,   String^ restPassword,   String^ stompUrl,   String^ protocol,   String^ protocolVersion,   int stompHeartBeat = 10000 ) |

|  |
| --- |
| F# |
| new :   submitterId : string \*   restUrl : string \*   restPassword : string \*   stompUrl : string \*   protocol : string \*   protocolVersion : string \*   ?stompHeartBeat : int  (\* Defaults:  let \_stompHeartBeat = defaultArg stompHeartBeat 10000 \*) -> C2SIMSDKSettings |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMSDKSettings = function(submitterId, restUrl, restPassword, stompUrl, protocol, protocolVersion, stompHeartBeat); |

#### Parameters

submitterId [String](https://learn.microsoft.com/dotnet/api/system.string)

Id string of the submitter

restUrl [String](https://learn.microsoft.com/dotnet/api/system.string)

Full C2SIM server endpoint, including host:port/path, e.g. "http://10.2.10.30:8080/C2SIMServer

restPassword [String](https://learn.microsoft.com/dotnet/api/system.string)

C2SIM server password

stompUrl [String](https://learn.microsoft.com/dotnet/api/system.string)

Full notification service (STOMP) endpoint, including host:port/destination, e.g. "http://10.2.10.30:61613/topic/C2SIM"

protocol [String](https://learn.microsoft.com/dotnet/api/system.string)

SISO-STD-C2SIM" (or "BML")

protocolVersion [String](https://learn.microsoft.com/dotnet/api/system.string)

"1.0.x" for published standard, or legacy version (e.g. v9="0.0.9")

stompHeartBeat [Int32](https://learn.microsoft.com/dotnet/api/system.int32) (Optional)

Frequency of heartbeat/keepalive messages from the STOMP server

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings.Protocol Property

SISO-STD-C2SIM" (or "BML")

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Protocol {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings.ProtocolVersion Property

"1.0.0" for published standard, or legacy version (e.g. v9="0.0.9")

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ProtocolVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings.RestPassword Property

C2SIM server password

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RestPassword { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RestPassword {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RestPassword : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RestPassword(); function set\_RestPassword(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings.RestUrl Property

Full C2SIM server endpoint, including host:port/path, e.g. "http://10.2.10.30:8080/C2SIMServer

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RestUrl { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RestUrl {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RestUrl : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RestUrl(); function set\_RestUrl(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings.StompHeartBeat Property

STOMP server heart beat message frequency in milliseconds

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public int StompHeartBeat { get; set; } |

|  |
| --- |
| C++ |
| public: property int StompHeartBeat {  int get ();  void set (int value); } |

|  |
| --- |
| F# |
| member StompHeartBeat : int with get, set |

|  |
| --- |
| JavaScript |
| function get\_StompHeartBeat(); function set\_StompHeartBeat(value); |

#### Property Value

[Int32](https://learn.microsoft.com/dotnet/api/system.int32)

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings.StompUrl Property

Full notification service (STOMP) endpoint, including host:port/destination, e.g. "http://10.2.10.30:61613/topic/C2SIM"

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string StompUrl { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ StompUrl {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member StompUrl : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_StompUrl(); function set\_StompUrl(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMSDKSettings.SubmitterId Property

Id string of the submitter

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SubmitterId { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SubmitterId {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SubmitterId : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubmitterId(); function set\_SubmitterId(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSDKSettings Class](#_58EE466A_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse Class

Object returned by a C2SIM server as a response to a command/pushed message

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMServerResponse |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMServerResponse |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMServerResponse = class end |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMServerResponse = function();  Type.createClass(  'C2SIM.C2SIMServerResponse'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMServerResponse |

## Remarks

|  |
| --- |
| C# |
| <result><status>OK</status><message>Server is up</message><serverInitialized>true</serverInitialized><serverVersion>4.8.0.11</serverVersion><sessionState>RUNNING</sessionState><unitDatabaseName>default</unitDatabaseName><unitDatabaseSize>4</unitDatabaseSize><msgNumber>188</msgNumber><time> 0.000</time><collectResponseTime>T</collectResponseTime></result> |

## Constructors

|  |  |
| --- | --- |
| [C2SIMServerResponse](#_8283A37E_Topic) | Initializes a new instance of the C2SIMServerResponse class |

## Properties

|  |  |
| --- | --- |
| [CollectResponseTime](#_8A0BFBAC_Topic) | Indicates whether profiling/response times are bening collected - true if "T" |
| [IsSuccess](#_D26F49B8_Topic) | Indicates whether the operation was successful |
| [Message](#_C3791726_Topic) | Message detailing the error or operation outcome |
| [MsgNumber](#_184B5BD2_Topic) | Message identifier / index |
| [ServerInitialized](#_CC75EC64_Topic) | Server initialization - "true" if it is initialized |
| [ServerVersion](#_D30217AD_Topic) | Server version, e.g. 4.8.0.11 |
| [SessionState](#_45D6373C_Topic) | Server session state - UNKNOWN, UNINITIALIZED, INITIALIZING, INITIALIZED, RUNNING, PAUSED |
| [Status](#_ED0B5005_Topic) | Status - OK or ERROR |
| [Time](#_5D64D16B_Topic) | Execution time? |
| [UnitDatabaseName](#_62949125_Topic) | Unit database used |
| [UnitDatabaseSize](#_7B5DE3E8_Topic) | Size of the Unit database |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse Constructor

Initializes a new instance of the [C2SIMServerResponse](#_1774BFFA_Topic) class

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMServerResponse() |

|  |
| --- |
| C++ |
| public: C2SIMServerResponse() |

|  |
| --- |
| F# |
| new : unit -> C2SIMServerResponse |

|  |
| --- |
| JavaScript |
| C2SIM.C2SIMServerResponse = function(); |

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.CollectResponseTime Property

Indicates whether profiling/response times are bening collected - true if "T"

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string CollectResponseTime { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ CollectResponseTime {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member CollectResponseTime : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_CollectResponseTime(); function set\_CollectResponseTime(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.IsSuccess Property

Indicates whether the operation was successful

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool IsSuccess { get; } |

|  |
| --- |
| C++ |
| public: property bool IsSuccess {  bool get (); } |

|  |
| --- |
| F# |
| member IsSuccess : bool with get |

|  |
| --- |
| JavaScript |
| function get\_IsSuccess(); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.Message Property

Message detailing the error or operation outcome

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Message { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Message {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Message : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Message(); function set\_Message(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.MsgNumber Property

Message identifier / index

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public long MsgNumber { get; set; } |

|  |
| --- |
| C++ |
| public: property long long MsgNumber {  long long get ();  void set (long long value); } |

|  |
| --- |
| F# |
| member MsgNumber : int64 with get, set |

|  |
| --- |
| JavaScript |
| function get\_MsgNumber(); function set\_MsgNumber(value); |

#### Property Value

[Int64](https://learn.microsoft.com/dotnet/api/system.int64)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.ServerInitialized Property

Server initialization - "true" if it is initialized

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ServerInitialized { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ServerInitialized {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ServerInitialized : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ServerInitialized(); function set\_ServerInitialized(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.ServerVersion Property

Server version, e.g. 4.8.0.11

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ServerVersion { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ServerVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ServerVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ServerVersion(); function set\_ServerVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.SessionState Property

Server session state - UNKNOWN, UNINITIALIZED, INITIALIZING, INITIALIZED, RUNNING, PAUSED

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SessionState { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SessionState {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SessionState : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SessionState(); function set\_SessionState(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.Status Property

Status - OK or ERROR

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMServerResponse.ResponseStatus Status { get; set; } |

|  |
| --- |
| C++ |
| public: property C2SIMServerResponse.ResponseStatus Status {  C2SIMServerResponse.ResponseStatus get ();  void set (C2SIMServerResponse.ResponseStatus value); } |

|  |
| --- |
| F# |
| member Status : C2SIMServerResponse.ResponseStatus with get, set |

|  |
| --- |
| JavaScript |
| function get\_Status(); function set\_Status(value); |

#### Property Value

[C2SIMServerResponse.ResponseStatus](#_6ED4F3D4_Topic)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.Time Property

Execution time?

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public decimal Time { get; set; } |

|  |
| --- |
| C++ |
| public: property Decimal Time {  Decimal get ();  void set (Decimal value); } |

|  |
| --- |
| F# |
| member Time : decimal with get, set |

|  |
| --- |
| JavaScript |
| function get\_Time(); function set\_Time(value); |

#### Property Value

[Decimal](https://learn.microsoft.com/dotnet/api/system.decimal)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.UnitDatabaseName Property

Unit database used

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UnitDatabaseName { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UnitDatabaseName {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UnitDatabaseName : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UnitDatabaseName(); function set\_UnitDatabaseName(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.UnitDatabaseSize Property

Size of the Unit database

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public long UnitDatabaseSize { get; set; } |

|  |
| --- |
| C++ |
| public: property long long UnitDatabaseSize {  long long get ();  void set (long long value); } |

|  |
| --- |
| F# |
| member UnitDatabaseSize : int64 with get, set |

|  |
| --- |
| JavaScript |
| function get\_UnitDatabaseSize(); function set\_UnitDatabaseSize(value); |

#### Property Value

[Int64](https://learn.microsoft.com/dotnet/api/system.int64)

## See Also

#### Reference

[C2SIMServerResponse Class](#_1774BFFA_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIMServerResponse.ResponseStatus Enumeration

Status indicating outcome of the operation

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public enum ResponseStatus |

|  |
| --- |
| C++ |
| public enum class ResponseStatus |

|  |
| --- |
| F# |
| type ResponseStatus |

|  |
| --- |
| JavaScript |
| C2SIM.ResponseStatus = function(); C2SIM.ResponseStatus.createEnum('C2SIM.ResponseStatus', false); |

## Members

|  |  |  |
| --- | --- | --- |
| OK | 0 | Operation was successful |
| ERROR | 1 | Operation failed |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK Interface

C2SIMSDK Interface

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public interface IC2SIMSDK |

|  |
| --- |
| C++ |
| public interface class IC2SIMSDK |

|  |
| --- |
| F# |
| type IC2SIMSDK = interface end |

|  |
| --- |
| JavaScript |
| C2SIM.IC2SIMSDK = function(); C2SIM.IC2SIMSDK.createInterface('C2SIM.IC2SIMSDK'); |

## Properties

|  |  |
| --- | --- |
| [Protocol](#_F1794E4E_Topic) | Protocol |
| [ProtocolVersion](#_ABD6094B_Topic) | Protocol version |
| [RestEndpoint](#_A326A6F8_Topic) | C2SIM REST endpoint |
| [StompEndpoint](#_C4208F23_Topic) | C2SIM notification (STOMP) endpoint |

## Methods

|  |  |
| --- | --- |
| [AssertStatus](#_EF0278A7_Topic) | Checks that the current server status is the expected one |
| [Connect](#_13FEADEB_Topic) | Connect to a STOMP server |
| [Disconnect](#_CE106814_Topic) | Disconnect from the notification service (STOMP) |
| [GetStatus](#_F122465D_Topic) | Get the current server status |
| [JoinSession](#_94E8484F_Topic) | Join a potentially ongoing session, where initialization messages have already been published |
| [PushCommand(C2SIMSDK.C2SIMCommands, String[])](#_44A2E735_Topic) | Issue a command |
| [PushCommand(C2SIMSDK.C2SIMCommands, String, String, String)](#_6EB8E279_Topic) | Issue a command |
| [PushInitializationMessage](#_83ACE521_Topic) | Send an Initialization message to the server |
| [PushMessage](#_B6887A1E_Topic) | Send a message to the server |
| [PushOrderMessage](#_E3D96731_Topic) | Send an Order message to the server |
| [PushReportMessage](#_8397322F_Topic) | Send a Report message to the server |
| [ResetToInitializing](#_3101F581_Topic) | Reset the server to a state where it accepts initialization messages |
| [StompPublish](#_52BF492_Topic) | Publish a message to STOMP |
| [SwitchToRunning](#_863A7030_Topic) | Set the server to a state where it accepts Order/Report messages |

## Events

|  |  |
| --- | --- |
| [C2SIMMessageReceived](#_8041A3CB_Topic) | Provides raw XML for all (unparsed) received messages |
| [Error](#_86E86923_Topic) | Error notification received |
| [InitializationReceived](#_26DF672E_Topic) | Initializaiton message received |
| [OderReceived](#_EEA384D5_Topic) | Order message received |
| [ReportReceived](#_93C729E7_Topic) | Report message received |
| [StatusChangedReceived](#_B5417DF0_Topic) | Server changed status |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.Protocol Property

Protocol

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| string Protocol { get; } |

|  |
| --- |
| C++ |
| property String^ Protocol {  String^ get (); } |

|  |
| --- |
| F# |
| abstract Protocol : string with get |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.ProtocolVersion Property

Protocol version

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| string ProtocolVersion { get; } |

|  |
| --- |
| C++ |
| property String^ ProtocolVersion {  String^ get (); } |

|  |
| --- |
| F# |
| abstract ProtocolVersion : string with get |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.RestEndpoint Property

C2SIM REST endpoint

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| string RestEndpoint { get; } |

|  |
| --- |
| C++ |
| property String^ RestEndpoint {  String^ get (); } |

|  |
| --- |
| F# |
| abstract RestEndpoint : string with get |

|  |
| --- |
| JavaScript |
| function get\_RestEndpoint(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.StompEndpoint Property

C2SIM notification (STOMP) endpoint

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| string StompEndpoint { get; } |

|  |
| --- |
| C++ |
| property String^ StompEndpoint {  String^ get (); } |

|  |
| --- |
| F# |
| abstract StompEndpoint : string with get |

|  |
| --- |
| JavaScript |
| function get\_StompEndpoint(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.AssertStatus Method

Checks that the current server status is the expected one

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task AssertStatus(  C2SIMSDK.C2SIMServerStatus postCondition ) |

|  |
| --- |
| C++ |
| Task^ AssertStatus(  C2SIMSDK.C2SIMServerStatus postCondition ) |

|  |
| --- |
| F# |
| abstract AssertStatus :   postCondition : C2SIMSDK.C2SIMServerStatus -> Task |

|  |
| --- |
| JavaScript |
| function AssertStatus(postCondition); |

#### Parameters

postCondition [C2SIMSDK.C2SIMServerStatus](#_43F74A5F_Topic)

Expected server status

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.Connect Method

Connect to a STOMP server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task Connect() |

|  |
| --- |
| C++ |
| Task^ Connect() |

|  |
| --- |
| F# |
| abstract Connect : unit -> Task |

|  |
| --- |
| JavaScript |
| function Connect(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.Disconnect Method

Disconnect from the notification service (STOMP)

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task Disconnect() |

|  |
| --- |
| C++ |
| Task^ Disconnect() |

|  |
| --- |
| F# |
| abstract Disconnect : unit -> Task |

|  |
| --- |
| JavaScript |
| function Disconnect(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.GetStatus Method

Get the current server status

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<C2SIMSDK.C2SIMServerStatus> GetStatus() |

|  |
| --- |
| C++ |
| Task<C2SIMSDK.C2SIMServerStatus>^ GetStatus() |

|  |
| --- |
| F# |
| abstract GetStatus : unit -> Task<C2SIMSDK.C2SIMServerStatus> |

|  |
| --- |
| JavaScript |
| function GetStatus(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)

([C2SIMSDK.C2SIMServerStatus](#_43F74A5F_Topic))

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.JoinSession Method

Join a potentially ongoing session, where initialization messages have already been published

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<string> JoinSession() |

|  |
| --- |
| C++ |
| Task<String^>^ JoinSession() |

|  |
| --- |
| F# |
| abstract JoinSession : unit -> Task<string> |

|  |
| --- |
| JavaScript |
| function JoinSession(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

Null if no initialization was shared, or the C2SIM Initialize message content

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.PushCommand(C2SIMSDK.C2SIMCommands, String[]) Method

Issue a command

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<string> PushCommand(  C2SIMSDK.C2SIMCommands command,  string[] tokens ) |

|  |
| --- |
| C++ |
| Task<String^>^ PushCommand(  C2SIMSDK.C2SIMCommands command,   array<String^>^ tokens ) |

|  |
| --- |
| F# |
| abstract PushCommand :   command : C2SIMSDK.C2SIMCommands \*   tokens : string[] -> Task<string> |

|  |
| --- |
| JavaScript |
| function PushCommand(command, tokens); |

#### Parameters

command [C2SIMSDK.C2SIMCommands](#_E4BEAB2C_Topic)

[Missing <param name="command"/> documentation for "M:C2SIM.IC2SIMSDK.PushCommand(C2SIM.C2SIMSDK.C2SIMCommands,System.String[])"]

tokens [String](https://learn.microsoft.com/dotnet/api/system.string)[]

Parameter array

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

Server response - formats vary depending on the command

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.PushCommand(C2SIMSDK.C2SIMCommands, String, String, String) Method

Issue a command

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<string> PushCommand(  C2SIMSDK.C2SIMCommands command,  string parm1 = null,  string parm2 = null,  string parm3 = null ) |

|  |
| --- |
| C++ |
| Task<String^>^ PushCommand(  C2SIMSDK.C2SIMCommands command,   String^ parm1 = nullptr,   String^ parm2 = nullptr,   String^ parm3 = nullptr ) |

|  |
| --- |
| F# |
| abstract PushCommand :   command : C2SIMSDK.C2SIMCommands \*   ?parm1 : string \*   ?parm2 : string \*   ?parm3 : string  (\* Defaults:  let \_parm1 = defaultArg parm1 null  let \_parm2 = defaultArg parm2 null  let \_parm3 = defaultArg parm3 null \*) -> Task<string> |

|  |
| --- |
| JavaScript |
| function PushCommand(command, parm1, parm2, parm3); |

#### Parameters

command [C2SIMSDK.C2SIMCommands](#_E4BEAB2C_Topic)

[Missing <param name="command"/> documentation for "M:C2SIM.IC2SIMSDK.PushCommand(C2SIM.C2SIMSDK.C2SIMCommands,System.String,System.String,System.String)"]

parm1 [String](https://learn.microsoft.com/dotnet/api/system.string) (Optional)

Optional parameter - varies depending on command

parm2 [String](https://learn.microsoft.com/dotnet/api/system.string) (Optional)

Optional parameter - varies depending on command

parm3 [String](https://learn.microsoft.com/dotnet/api/system.string) (Optional)

Optional parameter - varies depending on command

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

Server response - formats vary depending on the command

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.PushInitializationMessage Method

Send an Initialization message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<C2SIMServerResponse> PushInitializationMessage(  string xmlMessage ) |

|  |
| --- |
| C++ |
| Task<C2SIMServerResponse^>^ PushInitializationMessage(  String^ xmlMessage ) |

|  |
| --- |
| F# |
| abstract PushInitializationMessage :   xmlMessage : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushInitializationMessage(xmlMessage); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

C2SIM message to send - formatted according to the standard

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.PushMessage Method

Send a message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<C2SIMServerResponse> PushMessage(  string xmlMessage,  string performative ) |

|  |
| --- |
| C++ |
| Task<C2SIMServerResponse^>^ PushMessage(  String^ xmlMessage,   String^ performative ) |

|  |
| --- |
| F# |
| abstract PushMessage :   xmlMessage : string \*   performative : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushMessage(xmlMessage, performative); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

C2SIM message to send - formatted according to the standard

performative [String](https://learn.microsoft.com/dotnet/api/system.string)

INFORM, ORDER, REPORT - need to match the type of xmlMessage - Initialization, Order, or Report

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

## Remarks

This is a generic version of the specialized PushInitializeMessage, PushOrderMessage and PushReportMessage, which should be preferred

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.PushOrderMessage Method

Send an Order message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<C2SIMServerResponse> PushOrderMessage(  string xmlMessage ) |

|  |
| --- |
| C++ |
| Task<C2SIMServerResponse^>^ PushOrderMessage(  String^ xmlMessage ) |

|  |
| --- |
| F# |
| abstract PushOrderMessage :   xmlMessage : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushOrderMessage(xmlMessage); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

C2SIM message to send - formatted according to the standard

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.PushReportMessage Method

Send a Report message to the server

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task<C2SIMServerResponse> PushReportMessage(  string xmlMessage ) |

|  |
| --- |
| C++ |
| Task<C2SIMServerResponse^>^ PushReportMessage(  String^ xmlMessage ) |

|  |
| --- |
| F# |
| abstract PushReportMessage :   xmlMessage : string -> Task<C2SIMServerResponse> |

|  |
| --- |
| JavaScript |
| function PushReportMessage(xmlMessage); |

#### Parameters

xmlMessage [String](https://learn.microsoft.com/dotnet/api/system.string)

C2SIM message to send - formatted according to the standard

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMServerResponse](#_1774BFFA_Topic))

Server response - Status OK if success, ERROR otherwise

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.ResetToInitializing Method

Reset the server to a state where it accepts initialization messages

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task ResetToInitializing() |

|  |
| --- |
| C++ |
| Task^ ResetToInitializing() |

|  |
| --- |
| F# |
| abstract ResetToInitializing : unit -> Task |

|  |
| --- |
| JavaScript |
| function ResetToInitializing(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.StompPublish Method

Publish a message to STOMP

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task StompPublish(  string cmd,  List<string> headers,  string xml ) |

|  |
| --- |
| C++ |
| Task^ StompPublish(  String^ cmd,   List<String^>^ headers,   String^ xml ) |

|  |
| --- |
| F# |
| abstract StompPublish :   cmd : string \*   headers : List<string> \*   xml : string -> Task |

|  |
| --- |
| JavaScript |
| function StompPublish(cmd, headers, xml); |

#### Parameters

cmd [String](https://learn.microsoft.com/dotnet/api/system.string)

headers [List](https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

## Remarks

Low level control over the server Use with care, as this may interfere with the state that is set by the C2SIM procedures embedded in the library See [for additional details](https://stomp.github.io/stomp-specification-1.2.html#Connecting) SEND, SUBSCRIBE, UNSUBSCRIBE, BEGIN, COMMIT, ABORT, ACK,NACK, DISCONNECT

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.SwitchToRunning Method

Set the server to a state where it accepts Order/Report messages

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| Task SwitchToRunning() |

|  |
| --- |
| C++ |
| Task^ SwitchToRunning() |

|  |
| --- |
| F# |
| abstract SwitchToRunning : unit -> Task |

|  |
| --- |
| JavaScript |
| function SwitchToRunning(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.C2SIMMessageReceived Event

Provides raw XML for all (unparsed) received messages

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> C2SIMMessageReceived |

|  |
| --- |
| C++ |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ C2SIMMessageReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract C2SIMMessageReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_C2SIMMessageReceived(value); function remove\_C2SIMMessageReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.Error Event

Error notification received

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| event EventHandler<Exception> Error |

|  |
| --- |
| C++ |
| event EventHandler<Exception^>^ Error {  void add (EventHandler<Exception^>^ value);  void remove (EventHandler<Exception^>^ value); } |

|  |
| --- |
| F# |
| abstract Error : IEvent<EventHandler<Exception>,  Exception> |

|  |
| --- |
| JavaScript |
| function add\_Error(value); function remove\_Error(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([Exception](https://learn.microsoft.com/dotnet/api/system.exception))

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.InitializationReceived Event

Initializaiton message received

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> InitializationReceived |

|  |
| --- |
| C++ |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ InitializationReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract InitializationReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_InitializationReceived(value); function remove\_InitializationReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.OderReceived Event

Order message received

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> OderReceived |

|  |
| --- |
| C++ |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ OderReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract OderReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_OderReceived(value); function remove\_OderReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.ReportReceived Event

Report message received

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> ReportReceived |

|  |
| --- |
| C++ |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ ReportReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract ReportReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_ReportReceived(value); function remove\_ReportReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# IC2SIMSDK.StatusChangedReceived Event

Server changed status

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams> StatusChangedReceived |

|  |
| --- |
| C++ |
| event EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ StatusChangedReceived {  void add (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value);  void remove (EventHandler<C2SIMSDK.C2SIMNotificationEventParams^>^ value); } |

|  |
| --- |
| F# |
| abstract StatusChangedReceived : IEvent<EventHandler<C2SIMSDK.C2SIMNotificationEventParams>,  C2SIMSDK.C2SIMNotificationEventParams> |

|  |
| --- |
| JavaScript |
| function add\_StatusChangedReceived(value); function remove\_StatusChangedReceived(value); |

#### Value

[EventHandler](https://learn.microsoft.com/dotnet/api/system.eventhandler-1)

([C2SIMSDK.C2SIMNotificationEventParams](#_ED786349_Topic))

## See Also

#### Reference

[IC2SIMSDK Interface](#_C6EB32BB_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader Class

Wrap the Library header to avoid an extra reference in code using the SDK

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public class NotificationHeader : IC2SIMHeader |

|  |
| --- |
| C++ |
| public ref class NotificationHeader : IC2SIMHeader |

|  |
| --- |
| F# |
| type NotificationHeader =   class  interface IC2SIMHeader  end |

|  |
| --- |
| JavaScript |
| C2SIM.NotificationHeader = function();  Type.createClass(  'C2SIM.NotificationHeader',  null,  C2SimClientLib.IC2SIMHeader); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NotificationHeader |
| **Implements** | [IC2SIMHeader](#_ECAC0948_Topic) |

## Constructors

|  |  |
| --- | --- |
| [NotificationHeader](#_2B1275DB_Topic) | Constructor |

## Properties

|  |  |
| --- | --- |
| [CommunicativeActTypeCode](#_10FAEAE6_Topic) | Communicative act |
| [ConversationID](#_9549847A_Topic) | Unique identifier for the conversation. |
| [FromSendingSystem](#_5478AD55_Topic) | ID of sending system (UUID) |
| [InReplyToMessageID](#_AE0ED6D4_Topic) | ID of message being replied to (UUID) |
| [MessageID](#_B920263_Topic) | Unique identifier for the message. |
| [Protocol](#_656B8E38_Topic) | The protocol of the this message |
| [ProtocolVersion](#_C0B74345_Topic) | The version of the protocol of the this message |
| [ReplyToSystem](#_350475EA_Topic) | Specifies what system to reply to |
| [SecurityClassificationCode](#_2543E564_Topic) | Indicates the security classification of this message |
| [SendingTime](#_F90DFE92_Topic) | Sending Time - ISO DateTime format yyyy-MM-ddTHH:mm:ssZ |
| [ToReceivingSystem](#_CDC3DF54_Topic) | ID of destination system (UUID)) |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GenerateConversationID](#_4B409845_Topic) | Generate a new Conversation ID (UIID format) for this C2SIM Header |
| [GenerateMessageID](#_ED3701B7_Topic) | Generate a new Message ID (UIID format) for this C2SIM Header |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToDoc](#_EB928018_Topic) | xmlDoc - return a DOM Document representing this message header |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToXMLString](#_7D2B1FFA_Topic) | XML representation of the C2SIM header object |

## See Also

#### Reference

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader Constructor

Constructor

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NotificationHeader(  C2SIMHeader h ) |

|  |
| --- |
| C++ |
| public: NotificationHeader(  C2SIMHeader^ h ) |

|  |
| --- |
| F# |
| new :   h : C2SIMHeader -> NotificationHeader |

|  |
| --- |
| JavaScript |
| C2SIM.NotificationHeader = function(h); |

#### Parameters

h [C2SIMHeader](#_B81156C2_Topic)

Header to wrap

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.CommunicativeActTypeCode Property

Communicative act

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string CommunicativeActTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ CommunicativeActTypeCode {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract CommunicativeActTypeCode : string with get, set override CommunicativeActTypeCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicativeActTypeCode(); function set\_CommunicativeActTypeCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.CommunicativeActTypeCode](#_2914C8F4_Topic)

## Remarks

One of the values from enumCommunicativeActCategoryCode indicating type of message

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.ConversationID Property

Unique identifier for the conversation.

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ConversationID { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ConversationID {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ConversationID : string with get, set override ConversationID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConversationID(); function set\_ConversationID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ConversationID](#_B69076FE_Topic)

## Remarks

Should be kept identical for all replies. The conversationID may be used to associate a number of messages into a logical grouping.

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.FromSendingSystem Property

ID of sending system (UUID)

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSendingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ FromSendingSystem {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract FromSendingSystem : string with get, set override FromSendingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSendingSystem(); function set\_FromSendingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.FromSendingSystem](#_1B423538_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.InReplyToMessageID Property

ID of message being replied to (UUID)

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string InReplyToMessageID { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ InReplyToMessageID {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract InReplyToMessageID : string with get, set override InReplyToMessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_InReplyToMessageID(); function set\_InReplyToMessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.InReplyToMessageID](#_B2628504_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.MessageID Property

Unique identifier for the message.

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string MessageID { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ MessageID {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract MessageID : string with get, set override MessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageID(); function set\_MessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.MessageID](#_AFD52A6A_Topic)

## Remarks

Other messages refer to the message using this ID.

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.Protocol Property

The protocol of the this message

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ Protocol {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract Protocol : string with get, set override Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.Protocol](#_90369778_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.ProtocolVersion Property

The version of the protocol of the this message

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ProtocolVersion {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ProtocolVersion : string with get, set override ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ProtocolVersion](#_C218E67D_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.ReplyToSystem Property

Specifies what system to reply to

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReplyToSystem { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ReplyToSystem {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ReplyToSystem : string with get, set override ReplyToSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReplyToSystem(); function set\_ReplyToSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ReplyToSystem](#_7D899755_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.SecurityClassificationCode Property

Indicates the security classification of this message

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SecurityClassificationCode { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ SecurityClassificationCode {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract SecurityClassificationCode : string with get, set override SecurityClassificationCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCode(); function set\_SecurityClassificationCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.SecurityClassificationCode](#_3CC460BE_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.SendingTime Property

Sending Time - ISO DateTime format yyyy-MM-ddTHH:mm:ssZ

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SendingTime { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ SendingTime {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract SendingTime : string with get, set override SendingTime : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SendingTime(); function set\_SendingTime(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.SendingTime](#_BD11F33F_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.ToReceivingSystem Property

ID of destination system (UUID))

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceivingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ToReceivingSystem {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ToReceivingSystem : string with get, set override ToReceivingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceivingSystem(); function set\_ToReceivingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ToReceivingSystem](#_20C4B658_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.GenerateConversationID Method

Generate a new Conversation ID (UIID format) for this C2SIM Header

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public void GenerateConversationID() |

|  |
| --- |
| C++ |
| public: virtual void GenerateConversationID() sealed |

|  |
| --- |
| F# |
| abstract GenerateConversationID : unit -> unit  override GenerateConversationID : unit -> unit |

|  |
| --- |
| JavaScript |
| function GenerateConversationID(); |

#### Implements

[IC2SIMHeader.GenerateConversationID()](#_EFCB8B81_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.GenerateMessageID Method

Generate a new Message ID (UIID format) for this C2SIM Header

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public void GenerateMessageID() |

|  |
| --- |
| C++ |
| public: virtual void GenerateMessageID() sealed |

|  |
| --- |
| F# |
| abstract GenerateMessageID : unit -> unit  override GenerateMessageID : unit -> unit |

|  |
| --- |
| JavaScript |
| function GenerateMessageID(); |

#### Implements

[IC2SIMHeader.GenerateMessageID()](#_79230B39_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.ToDoc Method

xmlDoc - return a DOM Document representing this message header

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public XDocument ToDoc() |

|  |
| --- |
| C++ |
| public: virtual XDocument^ ToDoc() sealed |

|  |
| --- |
| F# |
| abstract ToDoc : unit -> XDocument  override ToDoc : unit -> XDocument |

|  |
| --- |
| JavaScript |
| function ToDoc(); |

#### Return Value

[XDocument](https://learn.microsoft.com/dotnet/api/system.xml.linq.xdocument)

null

#### Implements

[IC2SIMHeader.ToDoc()](#_45C04EE8_Topic)

## Remarks

NOT IMPLEMENTED AT THIS TIME

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# NotificationHeader.ToXMLString Method

XML representation of the C2SIM header object

## Definition

**Namespace:** [C2SIM](#_3C18EA43_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToXMLString() |

|  |
| --- |
| C++ |
| public: virtual String^ ToXMLString() sealed |

|  |
| --- |
| F# |
| abstract ToXMLString : unit -> string  override ToXMLString : unit -> string |

|  |
| --- |
| JavaScript |
| function ToXMLString(); |

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

XML string containing the contents of this C2SIM header object

#### Implements

[IC2SIMHeader.ToXMLString()](#_1F6BE5ED_Topic)

## See Also

#### Reference

[NotificationHeader Class](#_BAE9F353_Topic)

[C2SIM Namespace](#_3C18EA43_Topic)

# C2SIM.CustomSchema Namespace

## Classes

|  |  |
| --- | --- |
| [MessageBodyType](#_AC818489_Topic) |  |
| [SystemCommandBodyType](#_8BE17AEE_Topic) |  |

## Enumerations

|  |  |
| --- | --- |
| [SystemCommandTypeCodeType](#_99B19600_Topic) |  |

# MessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.CustomSchema.MessageBodyType"]

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.CustomSchema.MessageBodyType = function();  Type.createClass(  'C2SIM.CustomSchema.MessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [MessageBodyType](#_43B581DD_Topic) | Initializes a new instance of the MessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_3351C057_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# MessageBodyType Constructor

Initializes a new instance of the [MessageBodyType](#_AC818489_Topic) class

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType() |

|  |
| --- |
| C++ |
| public: MessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> MessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.CustomSchema.MessageBodyType = function(); |

## See Also

#### Reference

[MessageBodyType Class](#_AC818489_Topic)

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# MessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.CustomSchema.MessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandBodyType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemCommandBodyType^ Item {  SystemCommandBodyType^ get ();  void set (SystemCommandBodyType^ value); } |

|  |
| --- |
| F# |
| member Item : SystemCommandBodyType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[SystemCommandBodyType](#_8BE17AEE_Topic)

## See Also

#### Reference

[MessageBodyType Class](#_AC818489_Topic)

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# SystemCommandBodyType Class

[Missing <summary> documentation for "T:C2SIM.CustomSchema.SystemCommandBodyType"]

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemCommandBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemCommandBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.CustomSchema.SystemCommandBodyType = function();  Type.createClass(  'C2SIM.CustomSchema.SystemCommandBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemCommandBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemCommandBodyType](#_10309837_Topic) | Initializes a new instance of the SystemCommandBodyType class |

## Properties

|  |  |
| --- | --- |
| [SessionStateCode](#_9136DD5B_Topic) |  |
| [SystemCommandTypeCode](#_A7151368_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# SystemCommandBodyType Constructor

Initializes a new instance of the [SystemCommandBodyType](#_8BE17AEE_Topic) class

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandBodyType() |

|  |
| --- |
| C++ |
| public: SystemCommandBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemCommandBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.CustomSchema.SystemCommandBodyType = function(); |

## See Also

#### Reference

[SystemCommandBodyType Class](#_8BE17AEE_Topic)

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# SystemCommandBodyType.SessionStateCode Property

[Missing <summary> documentation for "P:C2SIM.CustomSchema.SystemCommandBodyType.SessionStateCode"]

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SessionStateCode { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SessionStateCode {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SessionStateCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SessionStateCode(); function set\_SessionStateCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SystemCommandBodyType Class](#_8BE17AEE_Topic)

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# SystemCommandBodyType.SystemCommandTypeCode Property

[Missing <summary> documentation for "P:C2SIM.CustomSchema.SystemCommandBodyType.SystemCommandTypeCode"]

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandTypeCodeType SystemCommandTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemCommandTypeCodeType SystemCommandTypeCode {  SystemCommandTypeCodeType get ();  void set (SystemCommandTypeCodeType value); } |

|  |
| --- |
| F# |
| member SystemCommandTypeCode : SystemCommandTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemCommandTypeCode(); function set\_SystemCommandTypeCode(value); |

#### Property Value

[SystemCommandTypeCodeType](#_99B19600_Topic)

## See Also

#### Reference

[SystemCommandBodyType Class](#_8BE17AEE_Topic)

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# SystemCommandTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.CustomSchema.SystemCommandTypeCodeType"]

## Definition

**Namespace:** [C2SIM.CustomSchema](#_4E9ED487_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum SystemCommandTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class SystemCommandTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.CustomSchema.SystemCommandTypeCodeType = function(); C2SIM.CustomSchema.SystemCommandTypeCodeType.createEnum('C2SIM.CustomSchema.SystemCommandTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| InitializationComplete | 0 |  |
| ResetScenario | 1 |  |
| ShareScenario | 2 |  |
| StartScenario | 3 |  |
| StopScenario | 4 |  |
| SubmitInitialization | 5 |  |

## See Also

#### Reference

[C2SIM.CustomSchema Namespace](#_4E9ED487_Topic)

# C2SIM.Schema100 Namespace

## Classes

|  |  |
| --- | --- |
| [AbstractObjectType](#_9BE842A4_Topic) |  |
| [AbstractOrganizationType](#_91F60664_Topic) |  |
| [AcknowledgementBodyType](#_EAE27927_Topic) |  |
| [ActionCodeType](#_BB6B02F5_Topic) |  |
| [ActionTemporalRelationshipType](#_C95E8CA7_Topic) |  |
| [ActionType](#_E33D3671_Topic) |  |
| [ActivityObservationType](#_3F728B1D_Topic) |  |
| [ActorEntityType](#_BD8E10CC_Topic) |  |
| [AircraftType](#_2E5B9E68_Topic) |  |
| [AllegianceRelationshipType](#_FD31DBDC_Topic) |  |
| [APP6SIDCType](#_AB858B7C_Topic) |  |
| [C2SIMContentType](#_80A165C5_Topic) |  |
| [C2SIMHeaderType](#_6F172816_Topic) |  |
| [C2SIMInitializationBodyType](#_FF032EE_Topic) |  |
| [CartesianOffsetType](#_2FAE8789_Topic) |  |
| [CodeType](#_ABD674F2_Topic) |  |
| [CollectiveEntityType](#_26D293F9_Topic) |  |
| [CommandRelationType](#_17E81D1B_Topic) |  |
| [CommunicationNetworkType](#_E67B4C01_Topic) |  |
| [CulturalFeatureType](#_E1FBC05E_Topic) |  |
| [DateTimeType](#_4DF4047_Topic) |  |
| [DISEntityTypeType](#_BFD82C5_Topic) |  |
| [DomainMessageBodyType](#_7CFA416A_Topic) |  |
| [DurationType](#_CB1F8498_Topic) |  |
| [EntityDescriptorType](#_E3085019_Topic) |  |
| [EntityHealthStatusType](#_442930DD_Topic) |  |
| [EntityStateType](#_1EF3C8D0_Topic) |  |
| [EntityType](#_78457DFD_Topic) |  |
| [EntityTypeType](#_23B44A84_Topic) |  |
| [EnvironmentalObjectType](#_4ADA0FF8_Topic) |  |
| [EulerAnglesType](#_2EA4BA11_Topic) |  |
| [EventTriggerType](#_5647F968_Topic) |  |
| [EventType](#_7601F080_Topic) |  |
| [ForceSideRelationType](#_2DCAFF73_Topic) |  |
| [ForceSideType](#_C11CD460_Topic) |  |
| [GeodeticCoordinateType](#_AEBEA2BA_Topic) |  |
| [GeographicFeatureType](#_69AA8501_Topic) |  |
| [HeadingType](#_E8CE362C_Topic) |  |
| [HealthObservationType](#_3E44FC1_Topic) |  |
| [InitializationConceptType](#_F4A5366A_Topic) |  |
| [InitializationDataFileType](#_21192556_Topic) |  |
| [IntervalTimeType](#_C0D849CC_Topic) |  |
| [LineType](#_2C749FA1_Topic) |  |
| [LocationObservationType](#_DB8DF4EE_Topic) |  |
| [LocationType](#_EC408DD4_Topic) |  |
| [ManeuverWarfareTaskType](#_CFE74A26_Topic) |  |
| [MapGraphicType](#_93AA3543_Topic) |  |
| [MessageBodyType](#_AE87EE1_Topic) |  |
| [MessageCodeType](#_4AFEFC00_Topic) |  |
| [MessageConceptType](#_478DF5FD_Topic) |  |
| [MessageType](#_D3607509_Topic) |  |
| [MilitaryOrganizationType](#_C0A85EBD_Topic) |  |
| [MIPRequestContentType](#_62E4909A_Topic) |  |
| [MipWeaponUseROEType](#_BFAF5692_Topic) |  |
| [NamedEntityTypeType](#_6FADBF50_Topic) |  |
| [NameObservationType](#_3027BE0F_Topic) |  |
| [NBC\_EventType](#_4B4E5AD4_Topic) |  |
| [NonMilitaryOrganizationType](#_70E1B1E_Topic) |  |
| [ObjectDefinitionsType](#_4837A339_Topic) |  |
| [ObjectInitializationBodyType](#_BCE6C38B_Topic) |  |
| [ObservationReportContentType](#_55C66A5_Topic) |  |
| [ObservationType](#_4B5C9BE0_Topic) |  |
| [OnOrderTriggerType](#_129CE25E_Topic) |  |
| [OperationalStatusType](#_2BBB4FB8_Topic) |  |
| [OrderBodyType](#_AE640EC0_Topic) |  |
| [OrganizationCodeType](#_7B024F56_Topic) |  |
| [OrientationType](#_A5648D68_Topic) |  |
| [OverlayType](#_B30729FD_Topic) |  |
| [PersonType](#_A411FF79_Topic) |  |
| [PhysicalConceptType](#_D9B6D7CB_Topic) |  |
| [PhysicalEntityType](#_16F952A0_Topic) |  |
| [PhysicalStateType](#_29F6D72B_Topic) |  |
| [PlanBodyType](#_9C353E08_Topic) |  |
| [PlanPhaseTriggerType](#_CDFA00BF_Topic) |  |
| [PlanPhaseType](#_FCBB2084_Topic) |  |
| [PlatformType](#_E86B7139_Topic) |  |
| [PointType](#_81792CB2_Topic) |  |
| [PositionReportContentType](#_5F9524F1_Topic) |  |
| [PriorPhaseCompletionTriggerType](#_591016AA_Topic) |  |
| [RelationshipType](#_3BDCEC9C_Topic) |  |
| [RelativeLocationType](#_360DC956_Topic) |  |
| [RelativeTimeType](#_8C8CBF68_Topic) |  |
| [ReportBodyType](#_DA98C688_Topic) |  |
| [ReportContentType](#_64E838B3_Topic) |  |
| [RequestBodyType](#_101971D1_Topic) |  |
| [RequestContentType](#_1CAC5A83_Topic) |  |
| [ResourceObservationType](#_FE5E94DD_Topic) |  |
| [ResourcesType](#_BB8744D5_Topic) |  |
| [ResourceType](#_4AB468F7_Topic) |  |
| [RuleOfEngagementType](#_6E8507F7_Topic) |  |
| [ScenarioSettingType](#_562FF825_Topic) |  |
| [SimulationTimeType](#_42F4D033_Topic) |  |
| [SpatialOffsetType](#_DF2C77C4_Topic) |  |
| [StrengthType](#_D96C8795_Topic) |  |
| [SubjectTypeObservationType](#_2CCFEF48_Topic) |  |
| [SubsurfaceVesselType](#_26D85F33_Topic) |  |
| [SurfaceVesselType](#_F8EAEC0C_Topic) |  |
| [SystemAcknowledgementBodyType](#_97556E7A_Topic) |  |
| [SystemCommandBodyType](#_283083BA_Topic) |  |
| [SystemEntityListType](#_3D4FD883_Topic) |  |
| [TacticalAreaType](#_11A9C2A8_Topic) |  |
| [TacticalGraphicType](#_FD187D9B_Topic) |  |
| [TaskFunctionalRelationType](#_AD463D74_Topic) |  |
| [TaskGraphicType](#_2DFE7ACE_Topic) |  |
| [TaskRequestContentType](#_7C79B650_Topic) |  |
| [TaskStatusType](#_D2057FAC_Topic) |  |
| [TaskType](#_F0B04102_Topic) |  |
| [TemporalConceptType](#_D3E369F1_Topic) |  |
| [TimeInstantType](#_30E97277_Topic) |  |
| [UnitSymbolType](#_38E5EFD9_Topic) |  |
| [UnitType](#_A8B04DFA_Topic) |  |
| [VehicleType](#_E10E9E4A_Topic) |  |

## Enumerations

|  |  |
| --- | --- |
| [AcknowledgeTypeCodeType](#_67D7AB37_Topic) |  |
| [ActionTemporalAssociationCodeType](#_F3D82B89_Topic) |  |
| [AllegianceRelationshipCodeType](#_E896CB71_Topic) |  |
| [CommandRelationCodeType](#_49FC298_Topic) |  |
| [CommunicativeActTypeCodeType](#_4209B13D_Topic) |  |
| [CountryCodeType](#_69539BF0_Topic) |  |
| [DesiredEffectCodeType](#_F21254C6_Topic) |  |
| [EchelonCodeType](#_5050DB7E_Topic) |  |
| [EthnicGroupCodeType](#_2A807A23_Topic) |  |
| [EventCodeType](#_690F40CA_Topic) |  |
| [HostilityStatusCodeType](#_8CFC5614_Topic) |  |
| [MIPRequestCategoryCodeType](#_6BDEB1B5_Topic) |  |
| [OperationalStatusCodeType](#_FFEDC7F2_Topic) |  |
| [OrganizationTypeCodeType](#_E1DA909D_Topic) |  |
| [PlanPhaseCompletionConditionType](#_EDD4D3BB_Topic) |  |
| [ReinforcedReducedTypeType](#_5B4CB366_Topic) |  |
| [ReligionCodeType](#_4EB4109E_Topic) |  |
| [SecurityClassificationCodeType](#_EBD37BCC_Topic) |  |
| [SystemCommandTypeCodeType](#_B86ACEEB_Topic) |  |
| [TaskActionCodeType](#_2EA2F216_Topic) |  |
| [TaskFunctionalAssociationCodeType](#_87051BFB_Topic) |  |
| [TaskStatusCodeType](#_D74E49AB_Topic) |  |
| [TimeReferenceCodeType](#_7DF33C43_Topic) |  |
| [UnitOperationalStatusCodeType](#_7CB84D19_Topic) |  |
| [WeaponRuleOfEngagementCodeType](#_D1E49BAF_Topic) |  |

# AbstractObjectType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.AbstractObjectType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AbstractObjectType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AbstractObjectType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AbstractObjectType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AbstractObjectType = function();  Type.createClass(  'C2SIM.Schema100.AbstractObjectType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AbstractObjectType |

## Constructors

|  |  |
| --- | --- |
| [AbstractObjectType](#_57817434_Topic) | Initializes a new instance of the AbstractObjectType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_C17FE975_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractObjectType Constructor

Initializes a new instance of the [AbstractObjectType](#_9BE842A4_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractObjectType() |

|  |
| --- |
| C++ |
| public: AbstractObjectType() |

|  |
| --- |
| F# |
| new : unit -> AbstractObjectType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AbstractObjectType = function(); |

## See Also

#### Reference

[AbstractObjectType Class](#_9BE842A4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractObjectType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractObjectType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[AbstractObjectType Class](#_9BE842A4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.AbstractOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AbstractOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AbstractOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AbstractOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AbstractOrganizationType = function();  Type.createClass(  'C2SIM.Schema100.AbstractOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AbstractOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [AbstractOrganizationType](#_3C2098E1_Topic) | Initializes a new instance of the AbstractOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [CountryCode](#_3C6919D4_Topic) |  |
| [CountryCodeSpecified](#_B30E1D6F_Topic) |  |
| [EthnicGroupCode](#_86C6A01C_Topic) |  |
| [EthnicGroupCodeSpecified](#_1F6A4256_Topic) |  |
| [Name](#_8F832598_Topic) |  |
| [OrganizationTypeCode](#_F12C4ABA_Topic) |  |
| [ReligionCode](#_1B35E9DC_Topic) |  |
| [ReligionCodeSpecified](#_DD0A2500_Topic) |  |
| [UUID](#_3704DE24_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType Constructor

Initializes a new instance of the [AbstractOrganizationType](#_91F60664_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractOrganizationType() |

|  |
| --- |
| C++ |
| public: AbstractOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> AbstractOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AbstractOrganizationType = function(); |

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.CountryCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.CountryCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CountryCodeType CountryCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CountryCodeType CountryCode {  CountryCodeType get ();  void set (CountryCodeType value); } |

|  |
| --- |
| F# |
| member CountryCode : CountryCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CountryCode(); function set\_CountryCode(value); |

#### Property Value

[CountryCodeType](#_69539BF0_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.CountryCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.CountryCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool CountryCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool CountryCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member CountryCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_CountryCodeSpecified(); function set\_CountryCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.EthnicGroupCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.EthnicGroupCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EthnicGroupCodeType EthnicGroupCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EthnicGroupCodeType EthnicGroupCode {  EthnicGroupCodeType get ();  void set (EthnicGroupCodeType value); } |

|  |
| --- |
| F# |
| member EthnicGroupCode : EthnicGroupCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EthnicGroupCode(); function set\_EthnicGroupCode(value); |

#### Property Value

[EthnicGroupCodeType](#_2A807A23_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.EthnicGroupCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.EthnicGroupCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool EthnicGroupCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool EthnicGroupCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member EthnicGroupCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_EthnicGroupCodeSpecified(); function set\_EthnicGroupCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.OrganizationTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.OrganizationTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrganizationTypeCodeType OrganizationTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property OrganizationTypeCodeType OrganizationTypeCode {  OrganizationTypeCodeType get ();  void set (OrganizationTypeCodeType value); } |

|  |
| --- |
| F# |
| member OrganizationTypeCode : OrganizationTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OrganizationTypeCode(); function set\_OrganizationTypeCode(value); |

#### Property Value

[OrganizationTypeCodeType](#_E1DA909D_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.ReligionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.ReligionCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReligionCodeType ReligionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ReligionCodeType ReligionCode {  ReligionCodeType get ();  void set (ReligionCodeType value); } |

|  |
| --- |
| F# |
| member ReligionCode : ReligionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReligionCode(); function set\_ReligionCode(value); |

#### Property Value

[ReligionCodeType](#_4EB4109E_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.ReligionCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.ReligionCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ReligionCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ReligionCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ReligionCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReligionCodeSpecified(); function set\_ReligionCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AbstractOrganizationType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AbstractOrganizationType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AbstractOrganizationType Class](#_91F60664_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AcknowledgementBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.AcknowledgementBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AcknowledgementBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AcknowledgementBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AcknowledgementBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AcknowledgementBodyType = function();  Type.createClass(  'C2SIM.Schema100.AcknowledgementBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AcknowledgementBodyType |

## Constructors

|  |  |
| --- | --- |
| [AcknowledgementBodyType](#_D1F4DAFC_Topic) | Initializes a new instance of the AcknowledgementBodyType class |

## Properties

|  |  |
| --- | --- |
| [AcknowledgeTypeCode](#_341DD221_Topic) |  |
| [FromSender](#_DD6960B7_Topic) |  |
| [ToReceiver](#_584BA583_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AcknowledgementBodyType Constructor

Initializes a new instance of the [AcknowledgementBodyType](#_EAE27927_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgementBodyType() |

|  |
| --- |
| C++ |
| public: AcknowledgementBodyType() |

|  |
| --- |
| F# |
| new : unit -> AcknowledgementBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AcknowledgementBodyType = function(); |

## See Also

#### Reference

[AcknowledgementBodyType Class](#_EAE27927_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AcknowledgementBodyType.AcknowledgeTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AcknowledgementBodyType.AcknowledgeTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgeTypeCodeType AcknowledgeTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AcknowledgeTypeCodeType AcknowledgeTypeCode {  AcknowledgeTypeCodeType get ();  void set (AcknowledgeTypeCodeType value); } |

|  |
| --- |
| F# |
| member AcknowledgeTypeCode : AcknowledgeTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AcknowledgeTypeCode(); function set\_AcknowledgeTypeCode(value); |

#### Property Value

[AcknowledgeTypeCodeType](#_67D7AB37_Topic)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_EAE27927_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AcknowledgementBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AcknowledgementBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_EAE27927_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AcknowledgementBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AcknowledgementBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_EAE27927_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AcknowledgeTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.AcknowledgeTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum AcknowledgeTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class AcknowledgeTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AcknowledgeTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AcknowledgeTypeCodeType = function(); C2SIM.Schema100.AcknowledgeTypeCodeType.createEnum('C2SIM.Schema100.AcknowledgeTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ACKFAIL | 0 |  |
| ACKNOTEXEC | 1 |  |
| ACKNOTRECGNZ | 2 |  |
| ACKNOTUNDSTD | 3 |  |
| ACKRCVD | 4 |  |
| ACKREQDEN | 5 |  |
| ACKREQGRT | 6 |  |
| ACKSUCC | 7 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ActionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActionCodeType = function();  Type.createClass(  'C2SIM.Schema100.ActionCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionCodeType |

## Constructors

|  |  |
| --- | --- |
| [ActionCodeType](#_6905598A_Topic) | Initializes a new instance of the ActionCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_B69EB498_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionCodeType Constructor

Initializes a new instance of the [ActionCodeType](#_BB6B02F5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionCodeType() |

|  |
| --- |
| C++ |
| public: ActionCodeType() |

|  |
| --- |
| F# |
| new : unit -> ActionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActionCodeType = function(); |

## See Also

#### Reference

[ActionCodeType Class](#_BB6B02F5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActionCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActionCodeType Class](#_BB6B02F5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionTemporalAssociationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.ActionTemporalAssociationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ActionTemporalAssociationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ActionTemporalAssociationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionTemporalAssociationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActionTemporalAssociationCodeType = function(); C2SIM.Schema100.ActionTemporalAssociationCodeType.createEnum('C2SIM.Schema100.ActionTemporalAssociationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ENDEND | 0 |  |
| ENDENE | 1 |  |
| ENDENL | 2 |  |
| ENDSNE | 3 |  |
| ENDSNL | 4 |  |
| ENDSTR | 5 |  |
| SAEAST | 6 |  |
| SAENDO | 7 |  |
| SASTEA | 8 |  |
| SBEAST | 9 |  |
| SDUREA | 10 |  |
| SDUREB | 11 |  |
| STREND | 12 |  |
| STRENE | 13 |  |
| STRENL | 14 |  |
| STRSNE | 15 |  |
| STRSNL | 16 |  |
| STRSTR | 17 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionTemporalRelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ActionTemporalRelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionTemporalRelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionTemporalRelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionTemporalRelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActionTemporalRelationshipType = function();  Type.createClass(  'C2SIM.Schema100.ActionTemporalRelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionTemporalRelationshipType |

## Constructors

|  |  |
| --- | --- |
| [ActionTemporalRelationshipType](#_398D140D_Topic) | Initializes a new instance of the ActionTemporalRelationshipType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalAssociationCode](#_35AD4236_Topic) |  |
| [Duration](#_CA2FCC06_Topic) |  |
| [TemporalAssociationWithAction](#_F4833D76_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionTemporalRelationshipType Constructor

Initializes a new instance of the [ActionTemporalRelationshipType](#_C95E8CA7_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType() |

|  |
| --- |
| C++ |
| public: ActionTemporalRelationshipType() |

|  |
| --- |
| F# |
| new : unit -> ActionTemporalRelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActionTemporalRelationshipType = function(); |

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_C95E8CA7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionTemporalRelationshipType.ActionTemporalAssociationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActionTemporalRelationshipType.ActionTemporalAssociationCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalAssociationCodeType ActionTemporalAssociationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ActionTemporalAssociationCodeType ActionTemporalAssociationCode {  ActionTemporalAssociationCodeType get ();  void set (ActionTemporalAssociationCodeType value); } |

|  |
| --- |
| F# |
| member ActionTemporalAssociationCode : ActionTemporalAssociationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalAssociationCode(); function set\_ActionTemporalAssociationCode(value); |

#### Property Value

[ActionTemporalAssociationCodeType](#_F3D82B89_Topic)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_C95E8CA7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionTemporalRelationshipType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActionTemporalRelationshipType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_C95E8CA7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionTemporalRelationshipType.TemporalAssociationWithAction Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActionTemporalRelationshipType.TemporalAssociationWithAction"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TemporalAssociationWithAction { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TemporalAssociationWithAction {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TemporalAssociationWithAction : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TemporalAssociationWithAction(); function set\_TemporalAssociationWithAction(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_C95E8CA7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ActionType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActionType = function();  Type.createClass(  'C2SIM.Schema100.ActionType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionType |

## Constructors

|  |  |
| --- | --- |
| [ActionType](#_F0F086B0_Topic) | Initializes a new instance of the ActionType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_3F3DA23B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionType Constructor

Initializes a new instance of the [ActionType](#_E33D3671_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionType() |

|  |
| --- |
| C++ |
| public: ActionType() |

|  |
| --- |
| F# |
| new : unit -> ActionType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActionType = function(); |

## See Also

#### Reference

[ActionType Class](#_E33D3671_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActionType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActionType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActionType Class](#_E33D3671_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ActivityObservationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActivityObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActivityObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActivityObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActivityObservationType = function();  Type.createClass(  'C2SIM.Schema100.ActivityObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActivityObservationType |

## Constructors

|  |  |
| --- | --- |
| [ActivityObservationType](#_C170D0B4_Topic) | Initializes a new instance of the ActivityObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActionCode](#_D6A8A9AC_Topic) |  |
| [ActorReference](#_B35EA91B_Topic) |  |
| [ConfidenceLevel](#_1DCE8EF1_Topic) |  |
| [ConfidenceLevelSpecified](#_B76CDDDE_Topic) |  |
| [UncertaintyInterval](#_3E2AED0C_Topic) |  |
| [UncertaintyIntervalSpecified](#_27F67DE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType Constructor

Initializes a new instance of the [ActivityObservationType](#_3F728B1D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActivityObservationType() |

|  |
| --- |
| C++ |
| public: ActivityObservationType() |

|  |
| --- |
| F# |
| new : unit -> ActivityObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActivityObservationType = function(); |

## See Also

#### Reference

[ActivityObservationType Class](#_3F728B1D_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType.ActionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActivityObservationType.ActionCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionCodeType ActionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ActionCodeType^ ActionCode {  ActionCodeType^ get ();  void set (ActionCodeType^ value); } |

|  |
| --- |
| F# |
| member ActionCode : ActionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionCode(); function set\_ActionCode(value); |

#### Property Value

[ActionCodeType](#_BB6B02F5_Topic)

## See Also

#### Reference

[ActivityObservationType Class](#_3F728B1D_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActivityObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ActivityObservationType Class](#_3F728B1D_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActivityObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ActivityObservationType Class](#_3F728B1D_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActivityObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ActivityObservationType Class](#_3F728B1D_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActivityObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ActivityObservationType Class](#_3F728B1D_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActivityObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActivityObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ActivityObservationType Class](#_3F728B1D_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActorEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ActorEntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActorEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActorEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActorEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActorEntityType = function();  Type.createClass(  'C2SIM.Schema100.ActorEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActorEntityType |

## Constructors

|  |  |
| --- | --- |
| [ActorEntityType](#_2E1C3F07_Topic) | Initializes a new instance of the ActorEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_4DE69E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActorEntityType Constructor

Initializes a new instance of the [ActorEntityType](#_BD8E10CC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActorEntityType() |

|  |
| --- |
| C++ |
| public: ActorEntityType() |

|  |
| --- |
| F# |
| new : unit -> ActorEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ActorEntityType = function(); |

## See Also

#### Reference

[ActorEntityType Class](#_BD8E10CC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ActorEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ActorEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActorEntityType Class](#_BD8E10CC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.AircraftType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AircraftType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AircraftType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AircraftType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AircraftType = function();  Type.createClass(  'C2SIM.Schema100.AircraftType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AircraftType |

## Constructors

|  |  |
| --- | --- |
| [AircraftType](#_C0DBFF20_Topic) | Initializes a new instance of the AircraftType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_7D83B683_Topic) |  |
| [CurrentTask](#_CF738912_Topic) |  |
| [EntityDescriptor](#_E10BA0DE_Topic) |  |
| [EntityType](#_223E858A_Topic) |  |
| [Marking](#_C011B6CE_Topic) |  |
| [Name](#_3CB79904_Topic) |  |
| [Resource](#_3EBF51D7_Topic) |  |
| [UUID](#_DF95654C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType Constructor

Initializes a new instance of the [AircraftType](#_2E5B9E68_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AircraftType() |

|  |
| --- |
| C++ |
| public: AircraftType() |

|  |
| --- |
| F# |
| new : unit -> AircraftType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AircraftType = function(); |

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AircraftType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AircraftType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_2E5B9E68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AllegianceRelationshipCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.AllegianceRelationshipCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum AllegianceRelationshipCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class AllegianceRelationshipCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AllegianceRelationshipCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AllegianceRelationshipCodeType = function(); C2SIM.Schema100.AllegianceRelationshipCodeType.createEnum('C2SIM.Schema100.AllegianceRelationshipCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| FriendlyTo | 0 |  |
| HostileTo | 1 |  |
| NeutralTo | 2 |  |
| UnkownAllegianceTo | 3 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AllegianceRelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.AllegianceRelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AllegianceRelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AllegianceRelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AllegianceRelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AllegianceRelationshipType = function();  Type.createClass(  'C2SIM.Schema100.AllegianceRelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AllegianceRelationshipType |

## Constructors

|  |  |
| --- | --- |
| [AllegianceRelationshipType](#_EA7C654E_Topic) | Initializes a new instance of the AllegianceRelationshipType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_E6FB7863_Topic) |  |
| [AllegianceRelationshipCode](#_BB5019AC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AllegianceRelationshipType Constructor

Initializes a new instance of the [AllegianceRelationshipType](#_FD31DBDC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipType() |

|  |
| --- |
| C++ |
| public: AllegianceRelationshipType() |

|  |
| --- |
| F# |
| new : unit -> AllegianceRelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.AllegianceRelationshipType = function(); |

## See Also

#### Reference

[AllegianceRelationshipType Class](#_FD31DBDC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AllegianceRelationshipType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AllegianceRelationshipType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AllegianceRelationshipType Class](#_FD31DBDC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# AllegianceRelationshipType.AllegianceRelationshipCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.AllegianceRelationshipType.AllegianceRelationshipCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipCodeType AllegianceRelationshipCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AllegianceRelationshipCodeType AllegianceRelationshipCode {  AllegianceRelationshipCodeType get ();  void set (AllegianceRelationshipCodeType value); } |

|  |
| --- |
| F# |
| member AllegianceRelationshipCode : AllegianceRelationshipCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AllegianceRelationshipCode(); function set\_AllegianceRelationshipCode(value); |

#### Property Value

[AllegianceRelationshipCodeType](#_E896CB71_Topic)

## See Also

#### Reference

[AllegianceRelationshipType Class](#_FD31DBDC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# APP6SIDCType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.APP6SIDCType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class APP6SIDCType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class APP6SIDCType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type APP6SIDCType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.APP6SIDCType = function();  Type.createClass(  'C2SIM.Schema100.APP6SIDCType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → APP6SIDCType |

## Constructors

|  |  |
| --- | --- |
| [APP6SIDCType](#_C0F234BE_Topic) | Initializes a new instance of the APP6SIDCType class |

## Properties

|  |  |
| --- | --- |
| [SIDCString](#_22D23CC5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# APP6SIDCType Constructor

Initializes a new instance of the [APP6SIDCType](#_AB858B7C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public APP6SIDCType() |

|  |
| --- |
| C++ |
| public: APP6SIDCType() |

|  |
| --- |
| F# |
| new : unit -> APP6SIDCType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.APP6SIDCType = function(); |

## See Also

#### Reference

[APP6SIDCType Class](#_AB858B7C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# APP6SIDCType.SIDCString Property

[Missing <summary> documentation for "P:C2SIM.Schema100.APP6SIDCType.SIDCString"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SIDCString { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SIDCString {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SIDCString : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SIDCString(); function set\_SIDCString(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[APP6SIDCType Class](#_AB858B7C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.C2SIMContentType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.C2SIMContentType = function();  Type.createClass(  'C2SIM.Schema100.C2SIMContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMContentType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMContentType](#_8A5370D1_Topic) | Initializes a new instance of the C2SIMContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_8CC641C3_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMContentType Constructor

Initializes a new instance of the [C2SIMContentType](#_80A165C5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMContentType() |

|  |
| --- |
| C++ |
| public: C2SIMContentType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.C2SIMContentType = function(); |

## See Also

#### Reference

[C2SIMContentType Class](#_80A165C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[C2SIMContentType Class](#_80A165C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.C2SIMHeaderType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMHeaderType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMHeaderType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMHeaderType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.C2SIMHeaderType = function();  Type.createClass(  'C2SIM.Schema100.C2SIMHeaderType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMHeaderType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMHeaderType](#_7CF94218_Topic) | Initializes a new instance of the C2SIMHeaderType class |

## Properties

|  |  |
| --- | --- |
| [CommunicativeActTypeCode](#_AE4F5C8A_Topic) |  |
| [ConversationID](#_19D316AB_Topic) |  |
| [FromSendingSystem](#_EBCA4E38_Topic) |  |
| [InReplyToMessageID](#_66529518_Topic) |  |
| [MessageID](#_93D17B92_Topic) |  |
| [Protocol](#_9D16A7EC_Topic) |  |
| [ProtocolVersion](#_ECA072D8_Topic) |  |
| [ReplyToSystem](#_97837ED9_Topic) |  |
| [SecurityClassificationCode](#_82E26772_Topic) |  |
| [SecurityClassificationCodeSpecified](#_E4175A0B_Topic) |  |
| [SendingTime](#_3C09C433_Topic) |  |
| [ToReceivingSystem](#_DD03F407_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType Constructor

Initializes a new instance of the [C2SIMHeaderType](#_6F172816_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMHeaderType() |

|  |
| --- |
| C++ |
| public: C2SIMHeaderType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMHeaderType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.C2SIMHeaderType = function(); |

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.CommunicativeActTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.CommunicativeActTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommunicativeActTypeCodeType CommunicativeActTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CommunicativeActTypeCodeType CommunicativeActTypeCode {  CommunicativeActTypeCodeType get ();  void set (CommunicativeActTypeCodeType value); } |

|  |
| --- |
| F# |
| member CommunicativeActTypeCode : CommunicativeActTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicativeActTypeCode(); function set\_CommunicativeActTypeCode(value); |

#### Property Value

[CommunicativeActTypeCodeType](#_4209B13D_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.ConversationID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.ConversationID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ConversationID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ConversationID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ConversationID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConversationID(); function set\_ConversationID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.FromSendingSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.FromSendingSystem"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSendingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSendingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSendingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSendingSystem(); function set\_FromSendingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.InReplyToMessageID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.InReplyToMessageID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string InReplyToMessageID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ InReplyToMessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member InReplyToMessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_InReplyToMessageID(); function set\_InReplyToMessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.MessageID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.MessageID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string MessageID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ MessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member MessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageID(); function set\_MessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.Protocol Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.Protocol"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Protocol {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.ProtocolVersion Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.ProtocolVersion"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ProtocolVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.ReplyToSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.ReplyToSystem"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReplyToSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReplyToSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReplyToSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReplyToSystem(); function set\_ReplyToSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.SecurityClassificationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.SecurityClassificationCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SecurityClassificationCodeType SecurityClassificationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property SecurityClassificationCodeType SecurityClassificationCode {  SecurityClassificationCodeType get ();  void set (SecurityClassificationCodeType value); } |

|  |
| --- |
| F# |
| member SecurityClassificationCode : SecurityClassificationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCode(); function set\_SecurityClassificationCode(value); |

#### Property Value

[SecurityClassificationCodeType](#_EBD37BCC_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.SecurityClassificationCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.SecurityClassificationCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SecurityClassificationCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SecurityClassificationCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SecurityClassificationCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCodeSpecified(); function set\_SecurityClassificationCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.SendingTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.SendingTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType SendingTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ SendingTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member SendingTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SendingTime(); function set\_SendingTime(value); |

#### Property Value

[DateTimeType](#_4DF4047_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMHeaderType.ToReceivingSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMHeaderType.ToReceivingSystem"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceivingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceivingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceivingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceivingSystem(); function set\_ToReceivingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_6F172816_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMInitializationBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.C2SIMInitializationBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMInitializationBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMInitializationBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMInitializationBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.C2SIMInitializationBodyType = function();  Type.createClass(  'C2SIM.Schema100.C2SIMInitializationBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMInitializationBodyType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMInitializationBodyType](#_2339D541_Topic) | Initializes a new instance of the C2SIMInitializationBodyType class |

## Properties

|  |  |
| --- | --- |
| [InitializationDataFile](#_EE4723D4_Topic) |  |
| [ObjectDefinitions](#_B0D9F4E2_Topic) |  |
| [ScenarioSetting](#_662874F1_Topic) |  |
| [SystemEntityList](#_9C5D1168_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMInitializationBodyType Constructor

Initializes a new instance of the [C2SIMInitializationBodyType](#_FF032EE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMInitializationBodyType() |

|  |
| --- |
| C++ |
| public: C2SIMInitializationBodyType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMInitializationBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.C2SIMInitializationBodyType = function(); |

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_FF032EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMInitializationBodyType.InitializationDataFile Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMInitializationBodyType.InitializationDataFile"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType[] InitializationDataFile { get; set; } |

|  |
| --- |
| C++ |
| public: property array<InitializationDataFileType^>^ InitializationDataFile {  array<InitializationDataFileType^>^ get ();  void set (array<InitializationDataFileType^>^ value); } |

|  |
| --- |
| F# |
| member InitializationDataFile : InitializationDataFileType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_InitializationDataFile(); function set\_InitializationDataFile(value); |

#### Property Value

[InitializationDataFileType](#_21192556_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_FF032EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMInitializationBodyType.ObjectDefinitions Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMInitializationBodyType.ObjectDefinitions"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType[] ObjectDefinitions { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ObjectDefinitionsType^>^ ObjectDefinitions {  array<ObjectDefinitionsType^>^ get ();  void set (array<ObjectDefinitionsType^>^ value); } |

|  |
| --- |
| F# |
| member ObjectDefinitions : ObjectDefinitionsType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ObjectDefinitions(); function set\_ObjectDefinitions(value); |

#### Property Value

[ObjectDefinitionsType](#_4837A339_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_FF032EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMInitializationBodyType.ScenarioSetting Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMInitializationBodyType.ScenarioSetting"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType ScenarioSetting { get; set; } |

|  |
| --- |
| C++ |
| public: property ScenarioSettingType^ ScenarioSetting {  ScenarioSettingType^ get ();  void set (ScenarioSettingType^ value); } |

|  |
| --- |
| F# |
| member ScenarioSetting : ScenarioSettingType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ScenarioSetting(); function set\_ScenarioSetting(value); |

#### Property Value

[ScenarioSettingType](#_562FF825_Topic)

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_FF032EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIMInitializationBodyType.SystemEntityList Property

[Missing <summary> documentation for "P:C2SIM.Schema100.C2SIMInitializationBodyType.SystemEntityList"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType[] SystemEntityList { get; set; } |

|  |
| --- |
| C++ |
| public: property array<SystemEntityListType^>^ SystemEntityList {  array<SystemEntityListType^>^ get ();  void set (array<SystemEntityListType^>^ value); } |

|  |
| --- |
| F# |
| member SystemEntityList : SystemEntityListType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemEntityList(); function set\_SystemEntityList(value); |

#### Property Value

[SystemEntityListType](#_3D4FD883_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_FF032EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CartesianOffsetType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.CartesianOffsetType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CartesianOffsetType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CartesianOffsetType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CartesianOffsetType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CartesianOffsetType = function();  Type.createClass(  'C2SIM.Schema100.CartesianOffsetType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CartesianOffsetType |

## Constructors

|  |  |
| --- | --- |
| [CartesianOffsetType](#_B59BC4F1_Topic) | Initializes a new instance of the CartesianOffsetType class |

## Properties

|  |  |
| --- | --- |
| [East](#_F268FA8A_Topic) |  |
| [North](#_68F953A1_Topic) |  |
| [Up](#_5555BDC7_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CartesianOffsetType Constructor

Initializes a new instance of the [CartesianOffsetType](#_2FAE8789_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CartesianOffsetType() |

|  |
| --- |
| C++ |
| public: CartesianOffsetType() |

|  |
| --- |
| F# |
| new : unit -> CartesianOffsetType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CartesianOffsetType = function(); |

## See Also

#### Reference

[CartesianOffsetType Class](#_2FAE8789_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CartesianOffsetType.East Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CartesianOffsetType.East"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double East { get; set; } |

|  |
| --- |
| C++ |
| public: property double East {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member East : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_East(); function set\_East(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_2FAE8789_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CartesianOffsetType.North Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CartesianOffsetType.North"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double North { get; set; } |

|  |
| --- |
| C++ |
| public: property double North {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member North : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_North(); function set\_North(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_2FAE8789_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CartesianOffsetType.Up Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CartesianOffsetType.Up"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Up { get; set; } |

|  |
| --- |
| C++ |
| public: property double Up {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Up : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Up(); function set\_Up(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_2FAE8789_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.CodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CodeType = function();  Type.createClass(  'C2SIM.Schema100.CodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CodeType |

## Constructors

|  |  |
| --- | --- |
| [CodeType](#_ED9130F6_Topic) | Initializes a new instance of the CodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_69F90EE7_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CodeType Constructor

Initializes a new instance of the [CodeType](#_ABD674F2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CodeType() |

|  |
| --- |
| C++ |
| public: CodeType() |

|  |
| --- |
| F# |
| new : unit -> CodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CodeType = function(); |

## See Also

#### Reference

[CodeType Class](#_ABD674F2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[CodeType Class](#_ABD674F2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CollectiveEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.CollectiveEntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CollectiveEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CollectiveEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CollectiveEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CollectiveEntityType = function();  Type.createClass(  'C2SIM.Schema100.CollectiveEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CollectiveEntityType |

## Constructors

|  |  |
| --- | --- |
| [CollectiveEntityType](#_64A4B184_Topic) | Initializes a new instance of the CollectiveEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_178F7CB4_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CollectiveEntityType Constructor

Initializes a new instance of the [CollectiveEntityType](#_26D293F9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CollectiveEntityType() |

|  |
| --- |
| C++ |
| public: CollectiveEntityType() |

|  |
| --- |
| F# |
| new : unit -> CollectiveEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CollectiveEntityType = function(); |

## See Also

#### Reference

[CollectiveEntityType Class](#_26D293F9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CollectiveEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CollectiveEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[CollectiveEntityType Class](#_26D293F9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommandRelationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.CommandRelationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CommandRelationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CommandRelationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommandRelationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CommandRelationCodeType = function(); C2SIM.Schema100.CommandRelationCodeType.createEnum('C2SIM.Schema100.CommandRelationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ADMCON | 0 |  |
| ALTFOR | 1 |  |
| ASGND | 2 |  |
| ATPRCL | 3 |  |
| ATTACH | 4 |  |
| CASP1 | 5 |  |
| CASP2 | 6 |  |
| CASP3 | 7 |  |
| CASP4 | 8 |  |
| CLSSUP | 9 |  |
| COAUTH | 10 |  |
| COMD | 11 |  |
| DETACH | 12 |  |
| DIRSUP | 13 |  |
| FORCE | 14 |  |
| GENSRI | 15 |  |
| GENSUP | 16 |  |
| HSCPTD | 17 |  |
| HSNSPT | 18 |  |
| ISCPER | 19 |  |
| LOGCON | 20 |  |
| MUTSUP | 21 |  |
| ONCALL | 22 |  |
| OPCOMD | 23 |  |
| OPCON | 24 |  |
| ORGANC | 25 |  |
| REINFC | 26 |  |
| RESERV | 27 |  |
| ROLE | 28 |  |
| SAME | 29 |  |
| SPTAMM | 30 |  |
| SPTENG | 31 |  |
| SPTMED | 32 |  |
| SPTMVT | 33 |  |
| SPTPAR | 34 |  |
| SPTPOL | 35 |  |
| SPTPST | 36 |  |
| SPTRAT | 37 |  |
| SPTRRE | 38 |  |
| SPTSPL | 39 |  |
| SPTTRN | 40 |  |
| TACCNT | 41 |  |
| TACCOM | 42 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommandRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.CommandRelationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CommandRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CommandRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommandRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CommandRelationType = function();  Type.createClass(  'C2SIM.Schema100.CommandRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CommandRelationType |

## Constructors

|  |  |
| --- | --- |
| [CommandRelationType](#_EC2F3665_Topic) | Initializes a new instance of the CommandRelationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_678F4F04_Topic) |  |
| [CommandRelationCode](#_A0A28B6B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommandRelationType Constructor

Initializes a new instance of the [CommandRelationType](#_17E81D1B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationType() |

|  |
| --- |
| C++ |
| public: CommandRelationType() |

|  |
| --- |
| F# |
| new : unit -> CommandRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CommandRelationType = function(); |

## See Also

#### Reference

[CommandRelationType Class](#_17E81D1B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommandRelationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CommandRelationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CommandRelationType Class](#_17E81D1B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommandRelationType.CommandRelationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CommandRelationType.CommandRelationCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationCodeType CommandRelationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CommandRelationCodeType CommandRelationCode {  CommandRelationCodeType get ();  void set (CommandRelationCodeType value); } |

|  |
| --- |
| F# |
| member CommandRelationCode : CommandRelationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommandRelationCode(); function set\_CommandRelationCode(value); |

#### Property Value

[CommandRelationCodeType](#_49FC298_Topic)

## See Also

#### Reference

[CommandRelationType Class](#_17E81D1B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommunicationNetworkType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.CommunicationNetworkType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CommunicationNetworkType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CommunicationNetworkType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommunicationNetworkType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CommunicationNetworkType = function();  Type.createClass(  'C2SIM.Schema100.CommunicationNetworkType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CommunicationNetworkType |

## Constructors

|  |  |
| --- | --- |
| [CommunicationNetworkType](#_444A194_Topic) | Initializes a new instance of the CommunicationNetworkType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_5E51819D_Topic) |  |
| [UUID](#_2234D42B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommunicationNetworkType Constructor

Initializes a new instance of the [CommunicationNetworkType](#_E67B4C01_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommunicationNetworkType() |

|  |
| --- |
| C++ |
| public: CommunicationNetworkType() |

|  |
| --- |
| F# |
| new : unit -> CommunicationNetworkType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CommunicationNetworkType = function(); |

## See Also

#### Reference

[CommunicationNetworkType Class](#_E67B4C01_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommunicationNetworkType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CommunicationNetworkType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[CommunicationNetworkType Class](#_E67B4C01_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommunicationNetworkType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CommunicationNetworkType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CommunicationNetworkType Class](#_E67B4C01_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CommunicativeActTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.CommunicativeActTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CommunicativeActTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CommunicativeActTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommunicativeActTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CommunicativeActTypeCodeType = function(); C2SIM.Schema100.CommunicativeActTypeCodeType.createEnum('C2SIM.Schema100.CommunicativeActTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| Accept | 0 |  |
| Agree | 1 |  |
| Confirm | 2 |  |
| Inform | 3 |  |
| Propose | 4 |  |
| Refuse | 5 |  |
| Request | 6 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CountryCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.CountryCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CountryCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CountryCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CountryCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CountryCodeType = function(); C2SIM.Schema100.CountryCodeType.createEnum('C2SIM.Schema100.CountryCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ABW | 0 |  |
| AFG | 1 |  |
| AGO | 2 |  |
| AIA | 3 |  |
| ALA | 4 |  |
| ALB | 5 |  |
| AND | 6 |  |
| ANT | 7 |  |
| ARE | 8 |  |
| ARG | 9 |  |
| ARM | 10 |  |
| ASM | 11 |  |
| ATA | 12 |  |
| ATF | 13 |  |
| ATG | 14 |  |
| AUS | 15 |  |
| AUT | 16 |  |
| AZE | 17 |  |
| BDI | 18 |  |
| BEL | 19 |  |
| BEN | 20 |  |
| BFA | 21 |  |
| BGD | 22 |  |
| BGR | 23 |  |
| BHR | 24 |  |
| BHS | 25 |  |
| BIH | 26 |  |
| BLR | 27 |  |
| BLZ | 28 |  |
| BMU | 29 |  |
| BOL | 30 |  |
| BRA | 31 |  |
| BRB | 32 |  |
| BRN | 33 |  |
| BTN | 34 |  |
| BVT | 35 |  |
| BWA | 36 |  |
| CAF | 37 |  |
| CAN | 38 |  |
| CCK | 39 |  |
| CHE | 40 |  |
| CHL | 41 |  |
| CHN | 42 |  |
| CIV | 43 |  |
| CMR | 44 |  |
| COD | 45 |  |
| COG | 46 |  |
| COK | 47 |  |
| COL | 48 |  |
| COM | 49 |  |
| CPV | 50 |  |
| CRI | 51 |  |
| CSHH | 52 |  |
| CSXX | 53 |  |
| CUB | 54 |  |
| CXR | 55 |  |
| CYM | 56 |  |
| CYP | 57 |  |
| CZE | 58 |  |
| DDDE | 59 |  |
| DEU | 60 |  |
| DJI | 61 |  |
| DMA | 62 |  |
| DNK | 63 |  |
| DOM | 64 |  |
| DZA | 65 |  |
| ECU | 66 |  |
| EGY | 67 |  |
| ERI | 68 |  |
| ESH | 69 |  |
| ESP | 70 |  |
| EST | 71 |  |
| ETH | 72 |  |
| FIN | 73 |  |
| FJI | 74 |  |
| FLK | 75 |  |
| FRA | 76 |  |
| FRO | 77 |  |
| FSM | 78 |  |
| FXFR | 79 |  |
| GAB | 80 |  |
| GBR | 81 |  |
| GEO | 82 |  |
| GGY | 83 |  |
| GHA | 84 |  |
| GIB | 85 |  |
| GIN | 86 |  |
| GLP | 87 |  |
| GMB | 88 |  |
| GNB | 89 |  |
| GNQ | 90 |  |
| GRC | 91 |  |
| GRD | 92 |  |
| GRL | 93 |  |
| GTM | 94 |  |
| GUF | 95 |  |
| GUM | 96 |  |
| GUY | 97 |  |
| HKG | 98 |  |
| HMD | 99 |  |
| HND | 100 |  |
| HRV | 101 |  |
| HTI | 102 |  |
| HUN | 103 |  |
| IDN | 104 |  |
| IMN | 105 |  |
| IND | 106 |  |
| IOT | 107 |  |
| IRL | 108 |  |
| IRN | 109 |  |
| IRQ | 110 |  |
| ISL | 111 |  |
| ISR | 112 |  |
| ITA | 113 |  |
| JAM | 114 |  |
| JEY | 115 |  |
| JOR | 116 |  |
| JPN | 117 |  |
| KAZ | 118 |  |
| KEN | 119 |  |
| KGZ | 120 |  |
| KHM | 121 |  |
| KIR | 122 |  |
| KNA | 123 |  |
| KOR | 124 |  |
| KWT | 125 |  |
| LAO | 126 |  |
| LBN | 127 |  |
| LBR | 128 |  |
| LBY | 129 |  |
| LCA | 130 |  |
| LIE | 131 |  |
| LKA | 132 |  |
| LSO | 133 |  |
| LTU | 134 |  |
| LUX | 135 |  |
| LVA | 136 |  |
| MAC | 137 |  |
| MAR | 138 |  |
| MCO | 139 |  |
| MDA | 140 |  |
| MDG | 141 |  |
| MDV | 142 |  |
| MEX | 143 |  |
| MHL | 144 |  |
| MKD | 145 |  |
| MLI | 146 |  |
| MLT | 147 |  |
| MMR | 148 |  |
| MNE | 149 |  |
| MNG | 150 |  |
| MNP | 151 |  |
| MOZ | 152 |  |
| MRT | 153 |  |
| MSR | 154 |  |
| MTQ | 155 |  |
| MUS | 156 |  |
| MWI | 157 |  |
| MYS | 158 |  |
| MYT | 159 |  |
| NAM | 160 |  |
| NCL | 161 |  |
| NER | 162 |  |
| NFK | 163 |  |
| NGA | 164 |  |
| NIC | 165 |  |
| NIU | 166 |  |
| NLD | 167 |  |
| NOR | 168 |  |
| NOS | 169 |  |
| NPL | 170 |  |
| NRU | 171 |  |
| NZL | 172 |  |
| OMN | 173 |  |
| PAK | 174 |  |
| PAN | 175 |  |
| PCN | 176 |  |
| PER | 177 |  |
| PHL | 178 |  |
| PLW | 179 |  |
| PNG | 180 |  |
| POL | 181 |  |
| PRI | 182 |  |
| PRK | 183 |  |
| PRT | 184 |  |
| PRY | 185 |  |
| PSE | 186 |  |
| PYF | 187 |  |
| QAT | 188 |  |
| REU | 189 |  |
| ROU | 190 |  |
| RUS | 191 |  |
| RWA | 192 |  |
| SAU | 193 |  |
| SDN | 194 |  |
| SEN | 195 |  |
| SGP | 196 |  |
| SGS | 197 |  |
| SHN | 198 |  |
| SJM | 199 |  |
| SLB | 200 |  |
| SLE | 201 |  |
| SLV | 202 |  |
| SMR | 203 |  |
| SOM | 204 |  |
| SPM | 205 |  |
| SRB | 206 |  |
| STP | 207 |  |
| SUHH | 208 |  |
| SUR | 209 |  |
| SVK | 210 |  |
| SVN | 211 |  |
| SWE | 212 |  |
| SWZ | 213 |  |
| SYC | 214 |  |
| SYR | 215 |  |
| TCA | 216 |  |
| TCD | 217 |  |
| TGO | 218 |  |
| THA | 219 |  |
| TJK | 220 |  |
| TKL | 221 |  |
| TKM | 222 |  |
| TLS | 223 |  |
| TON | 224 |  |
| TTO | 225 |  |
| TUN | 226 |  |
| TUR | 227 |  |
| TUV | 228 |  |
| TWN | 229 |  |
| TZA | 230 |  |
| UGA | 231 |  |
| UKR | 232 |  |
| UMI | 233 |  |
| URY | 234 |  |
| USA | 235 |  |
| UZB | 236 |  |
| VAT | 237 |  |
| VCT | 238 |  |
| VEN | 239 |  |
| VGB | 240 |  |
| VIR | 241 |  |
| VNM | 242 |  |
| VUT | 243 |  |
| WLF | 244 |  |
| WSM | 245 |  |
| YEM | 246 |  |
| YUCS | 247 |  |
| ZAF | 248 |  |
| ZMB | 249 |  |
| ZWE | 250 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CulturalFeatureType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.CulturalFeatureType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CulturalFeatureType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CulturalFeatureType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CulturalFeatureType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CulturalFeatureType = function();  Type.createClass(  'C2SIM.Schema100.CulturalFeatureType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CulturalFeatureType |

## Constructors

|  |  |
| --- | --- |
| [CulturalFeatureType](#_D139C779_Topic) | Initializes a new instance of the CulturalFeatureType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_B5B01200_Topic) |  |
| [EntityType](#_F8FEDF2F_Topic) |  |
| [Marking](#_6D1D030E_Topic) |  |
| [Name](#_372E4F7C_Topic) |  |
| [UUID](#_3F1BC06B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CulturalFeatureType Constructor

Initializes a new instance of the [CulturalFeatureType](#_E1FBC05E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CulturalFeatureType() |

|  |
| --- |
| C++ |
| public: CulturalFeatureType() |

|  |
| --- |
| F# |
| new : unit -> CulturalFeatureType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.CulturalFeatureType = function(); |

## See Also

#### Reference

[CulturalFeatureType Class](#_E1FBC05E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CulturalFeatureType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CulturalFeatureType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[CulturalFeatureType Class](#_E1FBC05E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CulturalFeatureType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CulturalFeatureType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[CulturalFeatureType Class](#_E1FBC05E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CulturalFeatureType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CulturalFeatureType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_E1FBC05E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CulturalFeatureType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CulturalFeatureType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_E1FBC05E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# CulturalFeatureType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.CulturalFeatureType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_E1FBC05E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DateTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.DateTimeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DateTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DateTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DateTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DateTimeType = function();  Type.createClass(  'C2SIM.Schema100.DateTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DateTimeType |

## Constructors

|  |  |
| --- | --- |
| [DateTimeType](#_59666006_Topic) | Initializes a new instance of the DateTimeType class |

## Properties

|  |  |
| --- | --- |
| [IsoDateTime](#_D3E896D4_Topic) |  |
| [Name](#_ED56704A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DateTimeType Constructor

Initializes a new instance of the [DateTimeType](#_4DF4047_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType() |

|  |
| --- |
| C++ |
| public: DateTimeType() |

|  |
| --- |
| F# |
| new : unit -> DateTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DateTimeType = function(); |

## See Also

#### Reference

[DateTimeType Class](#_4DF4047_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DateTimeType.IsoDateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DateTimeType.IsoDateTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IsoDateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IsoDateTime {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IsoDateTime : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IsoDateTime(); function set\_IsoDateTime(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DateTimeType Class](#_4DF4047_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DateTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DateTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DateTimeType Class](#_4DF4047_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DesiredEffectCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.DesiredEffectCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum DesiredEffectCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class DesiredEffectCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DesiredEffectCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DesiredEffectCodeType = function(); C2SIM.Schema100.DesiredEffectCodeType.createEnum('C2SIM.Schema100.DesiredEffectCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| TaskSuccess | 0 |  |
| BURN | 1 |  |
| CAPTRD | 2 |  |
| CONS | 3 |  |
| DSTRYK | 4 |  |
| FKIL | 5 |  |
| FLIG | 6 |  |
| IDNT | 7 |  |
| ILLUMN | 8 |  |
| INTREC | 9 |  |
| KILL | 10 |  |
| LDAM | 11 |  |
| LGTRST | 12 |  |
| LOST | 13 |  |
| MKIL | 14 |  |
| MODDAM | 15 |  |
| NBCAS | 16 |  |
| NKN | 17 |  |
| NORSTN | 18 |  |
| NOS | 19 |  |
| NUTRLD | 20 |  |
| SDAM | 21 |  |
| SUPRSD | 22 |  |
| VLNRST | 23 |  |
| VRBPRT | 24 |  |
| WNDD | 25 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.DISEntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DISEntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DISEntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DISEntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DISEntityTypeType = function();  Type.createClass(  'C2SIM.Schema100.DISEntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DISEntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [DISEntityTypeType](#_F1BE7CAE_Topic) | Initializes a new instance of the DISEntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [DISCategory](#_85B32C5C_Topic) |  |
| [DISCountry](#_6FF4C465_Topic) |  |
| [DISDomain](#_C74071F0_Topic) |  |
| [DISExtra](#_A082FD3C_Topic) |  |
| [DISKind](#_B7F32E0D_Topic) |  |
| [DISSpecific](#_223A7A2A_Topic) |  |
| [DISSubCategory](#_6DFF79ED_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType Constructor

Initializes a new instance of the [DISEntityTypeType](#_BFD82C5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DISEntityTypeType() |

|  |
| --- |
| C++ |
| public: DISEntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> DISEntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DISEntityTypeType = function(); |

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType.DISCategory Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DISEntityTypeType.DISCategory"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISCategory { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISCategory {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISCategory : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISCategory(); function set\_DISCategory(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType.DISCountry Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DISEntityTypeType.DISCountry"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string DISCountry { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ DISCountry {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member DISCountry : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISCountry(); function set\_DISCountry(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType.DISDomain Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DISEntityTypeType.DISDomain"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISDomain { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISDomain {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISDomain : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISDomain(); function set\_DISDomain(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType.DISExtra Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DISEntityTypeType.DISExtra"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISExtra { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISExtra {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISExtra : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISExtra(); function set\_DISExtra(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType.DISKind Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DISEntityTypeType.DISKind"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISKind { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISKind {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISKind : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISKind(); function set\_DISKind(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType.DISSpecific Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DISEntityTypeType.DISSpecific"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISSpecific { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISSpecific {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISSpecific : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISSpecific(); function set\_DISSpecific(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DISEntityTypeType.DISSubCategory Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DISEntityTypeType.DISSubCategory"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISSubCategory { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISSubCategory {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISSubCategory : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISSubCategory(); function set\_DISSubCategory(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_BFD82C5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DomainMessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.DomainMessageBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DomainMessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DomainMessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DomainMessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DomainMessageBodyType = function();  Type.createClass(  'C2SIM.Schema100.DomainMessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DomainMessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [DomainMessageBodyType](#_A06604AA_Topic) | Initializes a new instance of the DomainMessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_FF5975AC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DomainMessageBodyType Constructor

Initializes a new instance of the [DomainMessageBodyType](#_7CFA416A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DomainMessageBodyType() |

|  |
| --- |
| C++ |
| public: DomainMessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> DomainMessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DomainMessageBodyType = function(); |

## See Also

#### Reference

[DomainMessageBodyType Class](#_7CFA416A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DomainMessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DomainMessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[DomainMessageBodyType Class](#_7CFA416A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DurationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.DurationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DurationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DurationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DurationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DurationType = function();  Type.createClass(  'C2SIM.Schema100.DurationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DurationType |

## Constructors

|  |  |
| --- | --- |
| [DurationType](#_8AE7627B_Topic) | Initializes a new instance of the DurationType class |

## Properties

|  |  |
| --- | --- |
| [IsoTimeDuration](#_2A34CBE7_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DurationType Constructor

Initializes a new instance of the [DurationType](#_CB1F8498_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType() |

|  |
| --- |
| C++ |
| public: DurationType() |

|  |
| --- |
| F# |
| new : unit -> DurationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.DurationType = function(); |

## See Also

#### Reference

[DurationType Class](#_CB1F8498_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# DurationType.IsoTimeDuration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.DurationType.IsoTimeDuration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IsoTimeDuration { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IsoTimeDuration {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IsoTimeDuration : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IsoTimeDuration(); function set\_IsoTimeDuration(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DurationType Class](#_CB1F8498_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EchelonCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.EchelonCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EchelonCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EchelonCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EchelonCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EchelonCodeType = function(); C2SIM.Schema100.EchelonCodeType.createEnum('C2SIM.Schema100.EchelonCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AG | 0 |  |
| ARMY | 1 |  |
| BATGRP | 2 |  |
| BDE | 3 |  |
| BDEGRP | 4 |  |
| BN | 5 |  |
| BNG | 6 |  |
| CORPS | 7 |  |
| COY | 8 |  |
| COYG | 9 |  |
| DIV | 10 |  |
| FLEET | 11 |  |
| FLIGHT | 12 |  |
| NKN | 13 |  |
| NOS | 14 |  |
| NTF | 15 |  |
| NTG | 16 |  |
| NTU | 17 |  |
| PLT | 18 |  |
| REGION | 19 |  |
| RGT | 20 |  |
| SECT | 21 |  |
| SQDRNA | 22 |  |
| SQDRNM | 23 |  |
| SQUAD | 24 |  |
| TEAM | 25 |  |
| TSKELN | 26 |  |
| WING | 27 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityDescriptorType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EntityDescriptorType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityDescriptorType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityDescriptorType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityDescriptorType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityDescriptorType = function();  Type.createClass(  'C2SIM.Schema100.EntityDescriptorType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityDescriptorType |

## Constructors

|  |  |
| --- | --- |
| [EntityDescriptorType](#_818A2F91_Topic) | Initializes a new instance of the EntityDescriptorType class |

## Properties

|  |  |
| --- | --- |
| [AffiliatedWith](#_FE9A3E07_Topic) |  |
| [AllegianceRelationship](#_7B340EF4_Topic) |  |
| [CommunicationsNetwork](#_D0A21C0E_Topic) |  |
| [Side](#_695FD2D8_Topic) |  |
| [Superior](#_31CAB715_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityDescriptorType Constructor

Initializes a new instance of the [EntityDescriptorType](#_E3085019_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType() |

|  |
| --- |
| C++ |
| public: EntityDescriptorType() |

|  |
| --- |
| F# |
| new : unit -> EntityDescriptorType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityDescriptorType = function(); |

## See Also

#### Reference

[EntityDescriptorType Class](#_E3085019_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityDescriptorType.AffiliatedWith Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityDescriptorType.AffiliatedWith"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] AffiliatedWith { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ AffiliatedWith {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member AffiliatedWith : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AffiliatedWith(); function set\_AffiliatedWith(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_E3085019_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityDescriptorType.AllegianceRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityDescriptorType.AllegianceRelationship"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipType[] AllegianceRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<AllegianceRelationshipType^>^ AllegianceRelationship {  array<AllegianceRelationshipType^>^ get ();  void set (array<AllegianceRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member AllegianceRelationship : AllegianceRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AllegianceRelationship(); function set\_AllegianceRelationship(value); |

#### Property Value

[AllegianceRelationshipType](#_FD31DBDC_Topic)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_E3085019_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityDescriptorType.CommunicationsNetwork Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityDescriptorType.CommunicationsNetwork"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CommunicationsNetwork { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CommunicationsNetwork {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CommunicationsNetwork : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicationsNetwork(); function set\_CommunicationsNetwork(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_E3085019_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityDescriptorType.Side Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityDescriptorType.Side"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Side { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Side {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Side : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Side(); function set\_Side(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EntityDescriptorType Class](#_E3085019_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityDescriptorType.Superior Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityDescriptorType.Superior"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Superior { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Superior {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Superior : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Superior(); function set\_Superior(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EntityDescriptorType Class](#_E3085019_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityHealthStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EntityHealthStatusType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityHealthStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityHealthStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityHealthStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityHealthStatusType = function();  Type.createClass(  'C2SIM.Schema100.EntityHealthStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityHealthStatusType |

## Constructors

|  |  |
| --- | --- |
| [EntityHealthStatusType](#_63686740_Topic) | Initializes a new instance of the EntityHealthStatusType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_A1358E07_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityHealthStatusType Constructor

Initializes a new instance of the [EntityHealthStatusType](#_442930DD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType() |

|  |
| --- |
| C++ |
| public: EntityHealthStatusType() |

|  |
| --- |
| F# |
| new : unit -> EntityHealthStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityHealthStatusType = function(); |

## See Also

#### Reference

[EntityHealthStatusType Class](#_442930DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityHealthStatusType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityHealthStatusType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityHealthStatusType Class](#_442930DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityStateType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EntityStateType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityStateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityStateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityStateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityStateType = function();  Type.createClass(  'C2SIM.Schema100.EntityStateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityStateType |

## Constructors

|  |  |
| --- | --- |
| [EntityStateType](#_CBA4E1B2_Topic) | Initializes a new instance of the EntityStateType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_F7EB158A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityStateType Constructor

Initializes a new instance of the [EntityStateType](#_1EF3C8D0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType() |

|  |
| --- |
| C++ |
| public: EntityStateType() |

|  |
| --- |
| F# |
| new : unit -> EntityStateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityStateType = function(); |

## See Also

#### Reference

[EntityStateType Class](#_1EF3C8D0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityStateType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityStateType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalStateType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property PhysicalStateType^ Item {  PhysicalStateType^ get ();  void set (PhysicalStateType^ value); } |

|  |
| --- |
| F# |
| member Item : PhysicalStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[PhysicalStateType](#_29F6D72B_Topic)

## See Also

#### Reference

[EntityStateType Class](#_1EF3C8D0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityType = function();  Type.createClass(  'C2SIM.Schema100.EntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityType |

## Constructors

|  |  |
| --- | --- |
| [EntityType](#_7E66458F_Topic) | Initializes a new instance of the EntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_E2B9E46F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityType Constructor

Initializes a new instance of the [EntityType](#_78457DFD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType() |

|  |
| --- |
| C++ |
| public: EntityType() |

|  |
| --- |
| F# |
| new : unit -> EntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityType = function(); |

## See Also

#### Reference

[EntityType Class](#_78457DFD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityType Class](#_78457DFD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityTypeType = function();  Type.createClass(  'C2SIM.Schema100.EntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [EntityTypeType](#_A4E83157_Topic) | Initializes a new instance of the EntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_1D76AF99_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityTypeType Constructor

Initializes a new instance of the [EntityTypeType](#_23B44A84_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType() |

|  |
| --- |
| C++ |
| public: EntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> EntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EntityTypeType = function(); |

## See Also

#### Reference

[EntityTypeType Class](#_23B44A84_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EntityTypeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EntityTypeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityTypeType Class](#_23B44A84_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EnvironmentalObjectType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EnvironmentalObjectType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EnvironmentalObjectType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EnvironmentalObjectType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EnvironmentalObjectType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EnvironmentalObjectType = function();  Type.createClass(  'C2SIM.Schema100.EnvironmentalObjectType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EnvironmentalObjectType |

## Constructors

|  |  |
| --- | --- |
| [EnvironmentalObjectType](#_B73CB90D_Topic) | Initializes a new instance of the EnvironmentalObjectType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_CF917D70_Topic) |  |
| [EntityType](#_77416C18_Topic) |  |
| [Marking](#_9055FB62_Topic) |  |
| [Name](#_1289F909_Topic) |  |
| [UUID](#_5643E5CF_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EnvironmentalObjectType Constructor

Initializes a new instance of the [EnvironmentalObjectType](#_4ADA0FF8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EnvironmentalObjectType() |

|  |
| --- |
| C++ |
| public: EnvironmentalObjectType() |

|  |
| --- |
| F# |
| new : unit -> EnvironmentalObjectType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EnvironmentalObjectType = function(); |

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4ADA0FF8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EnvironmentalObjectType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EnvironmentalObjectType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4ADA0FF8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EnvironmentalObjectType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EnvironmentalObjectType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4ADA0FF8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EnvironmentalObjectType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EnvironmentalObjectType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4ADA0FF8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EnvironmentalObjectType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EnvironmentalObjectType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4ADA0FF8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EnvironmentalObjectType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EnvironmentalObjectType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4ADA0FF8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EthnicGroupCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.EthnicGroupCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EthnicGroupCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EthnicGroupCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EthnicGroupCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EthnicGroupCodeType = function(); C2SIM.Schema100.EthnicGroupCodeType.createEnum('C2SIM.Schema100.EthnicGroupCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ABKHAZ | 0 |  |
| ABORGN | 1 |  |
| ADMISL | 2 |  |
| AFAR | 3 |  |
| AFGHAN | 4 |  |
| AFRADJ | 5 |  |
| AFRAMR | 6 |  |
| AFRBAL | 7 |  |
| AFRBAR | 8 |  |
| AFRBAS | 9 |  |
| AFRBEL | 10 |  |
| AFRBUR | 11 |  |
| AFRFON | 12 |  |
| AFRFUL | 13 |  |
| AFRGBA | 14 |  |
| AFRGIO | 15 |  |
| AFRGOL | 16 |  |
| AFRGRE | 17 |  |
| AFRJOL | 18 |  |
| AFRKIS | 19 |  |
| AFRKPE | 20 |  |
| AFRKRA | 21 |  |
| AFRKRU | 22 |  |
| AFRLOM | 23 |  |
| AFRMAN | 24 |  |
| AFRMEN | 25 |  |
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| AFRMNJ | 27 |  |
| AFRMNO | 28 |  |
| AFRNDE | 29 |  |
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| AFROAR | 31 |  |
| AFROAS | 32 |  |
| AFROCH | 33 |  |
| AFROEA | 34 |  |
| AFROEU | 35 |  |
| AFRPAP | 36 |  |
| AFRSER | 37 |  |
| AFRSHO | 38 |  |
| AFRTEM | 39 |  |
| AFRVAI | 40 |  |
| AFRWOL | 41 |  |
| AFRYOR | 42 |  |
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| AMERIN | 50 |  |
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| ANDORR | 53 |  |
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| ANTASA | 55 |  |
| ARAB | 56 |  |
| ARABBE | 57 |  |
| ARGNTN | 58 |  |
| ARMNAN | 59 |  |
| ASNNFD | 60 |  |
| ASSYRN | 61 |  |
| ATUISL | 62 |  |
| AUSISL | 63 |  |
| AUSTRA | 64 |  |
| AUSTRL | 65 |  |
| AUSTRN | 66 |  |
| AYMARA | 67 |  |
| AZERBA | 68 |  |
| AZERI | 69 |  |
| BAHRAN | 70 |  |
| BAKONG | 71 |  |
| BALOCH | 72 |  |
| BANDA | 73 |  |
| BANGLS | 74 |  |
| BANTBA | 75 |  |
| BANTBT | 76 |  |
| BANTES | 77 |  |
| BANTFA | 78 |  |
| BANTKO | 79 |  |
| BANTLU | 80 |  |
| BANTMO | 81 |  |
| BANTU | 82 |  |
| BAOULE | 83 |  |
| BASARW | 84 |  |
| BASHKR | 85 |  |
| BASQUE | 86 |  |
| BATSWA | 87 |  |
| BAYA | 88 |  |
| BEJA | 89 |  |
| BELAU | 90 |  |
| BELGAN | 91 |  |
| BELORU | 92 |  |
| BENGLI | 93 |  |
| BERBER | 94 |  |
| BERIKA | 95 |  |
| BETE | 96 |  |
| BETSIM | 97 |  |
| BHOTE | 98 |  |
| BHOTIA | 99 |  |
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| BIOKOB | 101 |  |
| BIOKOF | 102 |  |
| BISMAR | 103 |  |
| BLACK | 104 |  |
| BLACKA | 105 |  |
| BOBO | 106 |  |
| BOLIVN | 107 |  |
| BOSCRO | 108 |  |
| BOSMUS | 109 |  |
| BOSSER | 110 |  |
| BOUGNV | 111 |  |
| BRAZLN | 112 |  |
| BRETON | 113 |  |
| BRTNEC | 114 |  |
| BRTNFD | 115 |  |
| BULGRN | 116 |  |
| BURGHR | 117 |  |
| BURMAN | 118 |  |
| BURMSE | 119 |  |
| BUYI | 120 |  |
| BYLRSN | 121 |  |
| CAFRE | 122 |  |
| CAMERO | 123 |  |
| CANADN | 124 |  |
| CARIBN | 125 |  |
| CARISL | 126 |  |
| CAUCAS | 127 |  |
| CELTIC | 128 |  |
| CENAMR | 129 |  |
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| CHAM | 131 |  |
| CHAMOR | 132 |  |
| CHEWA | 133 |  |
| CHLEAN | 134 |  |
| CHNISL | 135 |  |
| CHNNEC | 136 |  |
| CHNNFD | 137 |  |
| CHRSTN | 138 |  |
| CHUVAS | 139 |  |
| CIRCAS | 140 |  |
| COASTA | 141 |  |
| COCOSM | 142 |  |
| COKNFD | 143 |  |
| COLMBN | 144 |  |
| COMORA | 145 |  |
| CORNSH | 146 |  |
| CORSCN | 147 |  |
| COSTRN | 148 |  |
| COTIER | 149 |  |
| CRELLA | 150 |  |
| CRELUS | 151 |  |
| CREOLE | 152 |  |
| CREOLM | 153 |  |
| CROATN | 154 |  |
| CYRNFD | 155 |  |
| CZECH | 156 |  |
| DAGHES | 157 |  |
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| MINA | 347 |  |
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| MOLDOV | 350 |  |
| MON | 351 |  |
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| MUSIMO | 364 |  |
| MUSLIM | 365 |  |
| MUSLMA | 366 |  |
| MUSLMB | 367 |  |
| MUSLMF | 368 |  |
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| MUSLMK | 370 |  |
| MUSLMM | 371 |  |
| MUSLMT | 372 |  |
| MUSLMU | 373 |  |
| MUSLMY | 374 |  |
| MUSLMZ | 375 |  |
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| NATVEF | 377 |  |
| NATVEM | 378 |  |
| NAUISL | 379 |  |
| NEGRIT | 380 |  |
| NEPLSE | 381 |  |
| NEWARS | 382 |  |
| NEWBRT | 383 |  |
| NEWCAL | 384 |  |
| NEWGER | 385 |  |
| NEWIRL | 386 |  |
| NEWZEA | 387 |  |
| NEWZLE | 388 |  |
| NEWZLM | 389 |  |
| NGAMBY | 390 |  |
| NGONDE | 391 |  |
| NGONI | 392 |  |
| NICRGN | 393 |  |
| NIGRAN | 394 |  |
| NIUEAN | 395 |  |
| NKN | 396 |  |
| NORDIC | 397 |  |
| NORMAN | 398 |  |
| NORMFR | 399 |  |
| NORTAF | 400 |  |
| NORWGN | 401 |  |
| NOS | 402 |  |
| NYANJA | 403 |  |
| OAFNEC | 404 |  |
| OASNEC | 405 |  |
| OCNISL | 406 |  |
| OEUNFD | 407 |  |
| OIMATS | 408 |  |
| OMANI | 409 |  |
| OPANEC | 410 |  |
| OPANFD | 411 |  |
| ORIENT | 412 |  |
| ORKISL | 413 |  |
| OROMO | 414 |  |
| OSANEC | 415 |  |
| OSSET | 416 |  |
| OVIMBU | 417 |  |
| PACNFD | 418 |  |
| PAKSTN | 419 |  |
| PALAUA | 420 |  |
| PALMIS | 421 |  |
| PALSTN | 422 |  |
| PANMAN | 423 |  |
| PAPUAN | 424 |  |
| PARGYN | 425 |  |
| PASHTP | 426 |  |
| PASHTU | 427 |  |
| PENISL | 428 |  |
| PERSAN | 429 |  |
| PERUVN | 430 |  |
| PEUL | 431 |  |
| PHNISL | 432 |  |
| PHOUTH | 433 |  |
| PITISL | 434 |  |
| POLISH | 435 |  |
| POLYNE | 436 |  |
| POLYNS | 437 |  |
| POLYNT | 438 |  |
| PORTGS | 439 |  |
| PUERTR | 440 |  |
| PUKISL | 441 |  |
| PUNJAB | 442 |  |
| QUECHU | 443 |  |
| RAIS | 444 |  |
| RAKHIN | 445 |  |
| RAKISL | 446 |  |
| RARTGN | 447 |  |
| RIOMUN | 448 |  |
| ROMANN | 449 |  |
| ROMANS | 450 |  |
| ROMANY | 451 |  |
| ROTUMN | 452 |  |
| RUSSAN | 453 |  |
| RUTHEN | 454 |  |
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| SARA | 463 |  |
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| SERVIC | 472 |  |
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| SLOVNE | 486 |  |
| SLVNEC | 487 |  |
| SLVNFD | 488 |  |
| SOCISL | 489 |  |
| SOLISL | 490 |  |
| SOLVEN | 491 |  |
| SOMALI | 492 |  |
| SONGHA | 493 |  |
| SOTHO | 494 |  |
| SOUAFR | 495 |  |
| SOUAMR | 496 |  |
| SOUNFD | 497 |  |
| SOUSSO | 498 |  |
| SOUTHA | 499 |  |
| SPANSH | 500 |  |
| SRINEC | 501 |  |
| SRINFD | 502 |  |
| SRITML | 503 |  |
| SUNDAN | 504 |  |
| SWEDSH | 505 |  |
| SWISS | 506 |  |
| SYRANL | 507 |  |
| SYRIAN | 508 |  |
| SYROLE | 509 |  |
| TAHITN | 510 |  |
| TAICHN | 511 |  |
| TAJIK | 512 |  |
| TAMANG | 513 |  |
| TAMIL | 514 |  |
| TATAR | 515 |  |
| TEKE | 516 |  |
| TEUTON | 517 |  |
| THAI | 518 |  |
| TIBETN | 519 |  |
| TIGREA | 520 |  |
| TOKELN | 521 |  |
| TONGAN | 522 |  |
| TONGAS | 523 |  |
| TORISL | 524 |  |
| TOUBOU | 525 |  |
| TOUCOU | 526 |  |
| TSIMHE | 527 |  |
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| TUAREG | 529 |  |
| TUMBUK | 530 |  |
| TUNISN | 531 |  |
| TURKME | 532 |  |
| TURKOM | 533 |  |
| TURKSH | 534 |  |
| TUTSI | 535 |  |
| TUVISL | 536 |  |
| TWA | 537 |  |
| UGANDN | 538 |  |
| UKRANN | 539 |  |
| URUGYN | 540 |  |
| UYGUR | 541 |  |
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| VLACHS | 548 |  |
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| WAKISL | 550 |  |
| WALISL | 551 |  |
| WALLIS | 552 |  |
| WALLOO | 553 |  |
| WELSH | 554 |  |
| WHITE | 555 |  |
| WOLOF | 556 |  |
| WSTIND | 557 |  |
| YAO | 558 |  |
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| YEMENI | 560 |  |
| YI | 561 |  |
| YORUBA | 562 |  |
| YUGOSL | 563 |  |
| ZAIRAN | 564 |  |
| ZANZIB | 565 |  |
| ZHUANG | 566 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EulerAnglesType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EulerAnglesType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EulerAnglesType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EulerAnglesType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EulerAnglesType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EulerAnglesType = function();  Type.createClass(  'C2SIM.Schema100.EulerAnglesType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EulerAnglesType |

## Constructors

|  |  |
| --- | --- |
| [EulerAnglesType](#_2DF42705_Topic) | Initializes a new instance of the EulerAnglesType class |

## Properties

|  |  |
| --- | --- |
| [HeadingAngle](#_5AAE4179_Topic) |  |
| [Phi](#_5D6C0CDB_Topic) |  |
| [Psi](#_B04D8684_Topic) |  |
| [Theta](#_AEDD8520_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EulerAnglesType Constructor

Initializes a new instance of the [EulerAnglesType](#_2EA4BA11_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EulerAnglesType() |

|  |
| --- |
| C++ |
| public: EulerAnglesType() |

|  |
| --- |
| F# |
| new : unit -> EulerAnglesType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EulerAnglesType = function(); |

## See Also

#### Reference

[EulerAnglesType Class](#_2EA4BA11_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EulerAnglesType.HeadingAngle Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EulerAnglesType.HeadingAngle"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double HeadingAngle { get; set; } |

|  |
| --- |
| C++ |
| public: property double HeadingAngle {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member HeadingAngle : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_HeadingAngle(); function set\_HeadingAngle(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_2EA4BA11_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EulerAnglesType.Phi Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EulerAnglesType.Phi"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Phi { get; set; } |

|  |
| --- |
| C++ |
| public: property double Phi {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Phi : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Phi(); function set\_Phi(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_2EA4BA11_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EulerAnglesType.Psi Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EulerAnglesType.Psi"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Psi { get; set; } |

|  |
| --- |
| C++ |
| public: property double Psi {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Psi : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Psi(); function set\_Psi(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_2EA4BA11_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EulerAnglesType.Theta Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EulerAnglesType.Theta"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Theta { get; set; } |

|  |
| --- |
| C++ |
| public: property double Theta {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Theta : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Theta(); function set\_Theta(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_2EA4BA11_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.EventCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EventCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EventCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EventCodeType = function(); C2SIM.Schema100.EventCodeType.createEnum('C2SIM.Schema100.EventCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| GenericEvent | 0 |  |
| TaskEnd | 1 |  |
| TaskStart | 2 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EventTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EventTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EventTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EventTriggerType = function();  Type.createClass(  'C2SIM.Schema100.EventTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EventTriggerType |

## Constructors

|  |  |
| --- | --- |
| [EventTriggerType](#_6473B025_Topic) | Initializes a new instance of the EventTriggerType class |

## Properties

|  |  |
| --- | --- |
| [Event](#_ED8E0E58_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventTriggerType Constructor

Initializes a new instance of the [EventTriggerType](#_5647F968_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventTriggerType() |

|  |
| --- |
| C++ |
| public: EventTriggerType() |

|  |
| --- |
| F# |
| new : unit -> EventTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EventTriggerType = function(); |

## See Also

#### Reference

[EventTriggerType Class](#_5647F968_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventTriggerType.Event Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventTriggerType.Event"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventType Event { get; set; } |

|  |
| --- |
| C++ |
| public: property EventType^ Event {  EventType^ get ();  void set (EventType^ value); } |

|  |
| --- |
| F# |
| member Event : EventType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Event(); function set\_Event(value); |

#### Property Value

[EventType](#_7601F080_Topic)

## See Also

#### Reference

[EventTriggerType Class](#_5647F968_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.EventType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EventType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EventType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EventType = function();  Type.createClass(  'C2SIM.Schema100.EventType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EventType |

## Constructors

|  |  |
| --- | --- |
| [EventType](#_7D1FF10D_Topic) | Initializes a new instance of the EventType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalRelationship](#_60EC4A4D_Topic) |  |
| [Duration](#_887B36A2_Topic) |  |
| [EventCode](#_5A93B8E4_Topic) |  |
| [Location](#_36B9E22_Topic) |  |
| [MapGraphicID](#_544F6F60_Topic) |  |
| [Name](#_E8D25299_Topic) |  |
| [StartTime](#_F4AA6EC1_Topic) |  |
| [UUID](#_9CEFF880_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType Constructor

Initializes a new instance of the [EventType](#_7601F080_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventType() |

|  |
| --- |
| C++ |
| public: EventType() |

|  |
| --- |
| F# |
| new : unit -> EventType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.EventType = function(); |

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.ActionTemporalRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.ActionTemporalRelationship"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType[] ActionTemporalRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionTemporalRelationshipType^>^ ActionTemporalRelationship {  array<ActionTemporalRelationshipType^>^ get ();  void set (array<ActionTemporalRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member ActionTemporalRelationship : ActionTemporalRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalRelationship(); function set\_ActionTemporalRelationship(value); |

#### Property Value

[ActionTemporalRelationshipType](#_C95E8CA7_Topic)[]

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.EventCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.EventCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventCodeType EventCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EventCodeType EventCode {  EventCodeType get ();  void set (EventCodeType value); } |

|  |
| --- |
| F# |
| member EventCode : EventCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EventCode(); function set\_EventCode(value); |

#### Property Value

[EventCodeType](#_690F40CA_Topic)

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.Location"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_EC408DD4_Topic)[]

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.MapGraphicID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.MapGraphicID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] MapGraphicID { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ MapGraphicID {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member MapGraphicID : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_MapGraphicID(); function set\_MapGraphicID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# EventType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.EventType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EventType Class](#_7601F080_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ForceSideRelationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ForceSideRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ForceSideRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ForceSideRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ForceSideRelationType = function();  Type.createClass(  'C2SIM.Schema100.ForceSideRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ForceSideRelationType |

## Constructors

|  |  |
| --- | --- |
| [ForceSideRelationType](#_7557C115_Topic) | Initializes a new instance of the ForceSideRelationType class |

## Properties

|  |  |
| --- | --- |
| [HostilityStatusCode](#_655AEE72_Topic) |  |
| [OtherSide](#_BCE62E9_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideRelationType Constructor

Initializes a new instance of the [ForceSideRelationType](#_2DCAFF73_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideRelationType() |

|  |
| --- |
| C++ |
| public: ForceSideRelationType() |

|  |
| --- |
| F# |
| new : unit -> ForceSideRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ForceSideRelationType = function(); |

## See Also

#### Reference

[ForceSideRelationType Class](#_2DCAFF73_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideRelationType.HostilityStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ForceSideRelationType.HostilityStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HostilityStatusCodeType HostilityStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property HostilityStatusCodeType HostilityStatusCode {  HostilityStatusCodeType get ();  void set (HostilityStatusCodeType value); } |

|  |
| --- |
| F# |
| member HostilityStatusCode : HostilityStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCode(); function set\_HostilityStatusCode(value); |

#### Property Value

[HostilityStatusCodeType](#_8CFC5614_Topic)

## See Also

#### Reference

[ForceSideRelationType Class](#_2DCAFF73_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideRelationType.OtherSide Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ForceSideRelationType.OtherSide"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string OtherSide { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ OtherSide {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member OtherSide : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_OtherSide(); function set\_OtherSide(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ForceSideRelationType Class](#_2DCAFF73_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ForceSideType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ForceSideType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ForceSideType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ForceSideType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ForceSideType = function();  Type.createClass(  'C2SIM.Schema100.ForceSideType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ForceSideType |

## Constructors

|  |  |
| --- | --- |
| [ForceSideType](#_D0A7CA34_Topic) | Initializes a new instance of the ForceSideType class |

## Properties

|  |  |
| --- | --- |
| [ForceSideRelation](#_90116F2B_Topic) |  |
| [Name](#_372C017D_Topic) |  |
| [UUID](#_3FC62B78_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideType Constructor

Initializes a new instance of the [ForceSideType](#_C11CD460_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideType() |

|  |
| --- |
| C++ |
| public: ForceSideType() |

|  |
| --- |
| F# |
| new : unit -> ForceSideType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ForceSideType = function(); |

## See Also

#### Reference

[ForceSideType Class](#_C11CD460_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideType.ForceSideRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ForceSideType.ForceSideRelation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideRelationType[] ForceSideRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ForceSideRelationType^>^ ForceSideRelation {  array<ForceSideRelationType^>^ get ();  void set (array<ForceSideRelationType^>^ value); } |

|  |
| --- |
| F# |
| member ForceSideRelation : ForceSideRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ForceSideRelation(); function set\_ForceSideRelation(value); |

#### Property Value

[ForceSideRelationType](#_2DCAFF73_Topic)[]

## See Also

#### Reference

[ForceSideType Class](#_C11CD460_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ForceSideType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ForceSideType Class](#_C11CD460_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ForceSideType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ForceSideType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ForceSideType Class](#_C11CD460_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.GeodeticCoordinateType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class GeodeticCoordinateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class GeodeticCoordinateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type GeodeticCoordinateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.GeodeticCoordinateType = function();  Type.createClass(  'C2SIM.Schema100.GeodeticCoordinateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → GeodeticCoordinateType |

## Constructors

|  |  |
| --- | --- |
| [GeodeticCoordinateType](#_FAFA26AE_Topic) | Initializes a new instance of the GeodeticCoordinateType class |

## Properties

|  |  |
| --- | --- |
| [AltitudeAGL](#_F296B88_Topic) |  |
| [AltitudeAGLSpecified](#_E520CB8F_Topic) |  |
| [AltitudeMSL](#_B5F19635_Topic) |  |
| [AltitudeMSLSpecified](#_27D18653_Topic) |  |
| [Latitude](#_4B2655A6_Topic) |  |
| [Longitude](#_6C2F3FFC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType Constructor

Initializes a new instance of the [GeodeticCoordinateType](#_AEBEA2BA_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public GeodeticCoordinateType() |

|  |
| --- |
| C++ |
| public: GeodeticCoordinateType() |

|  |
| --- |
| F# |
| new : unit -> GeodeticCoordinateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.GeodeticCoordinateType = function(); |

## See Also

#### Reference

[GeodeticCoordinateType Class](#_AEBEA2BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType.AltitudeAGL Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeodeticCoordinateType.AltitudeAGL"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double AltitudeAGL { get; set; } |

|  |
| --- |
| C++ |
| public: property double AltitudeAGL {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member AltitudeAGL : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeAGL(); function set\_AltitudeAGL(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_AEBEA2BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType.AltitudeAGLSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeodeticCoordinateType.AltitudeAGLSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool AltitudeAGLSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool AltitudeAGLSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member AltitudeAGLSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeAGLSpecified(); function set\_AltitudeAGLSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_AEBEA2BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType.AltitudeMSL Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeodeticCoordinateType.AltitudeMSL"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double AltitudeMSL { get; set; } |

|  |
| --- |
| C++ |
| public: property double AltitudeMSL {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member AltitudeMSL : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeMSL(); function set\_AltitudeMSL(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_AEBEA2BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType.AltitudeMSLSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeodeticCoordinateType.AltitudeMSLSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool AltitudeMSLSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool AltitudeMSLSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member AltitudeMSLSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeMSLSpecified(); function set\_AltitudeMSLSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_AEBEA2BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType.Latitude Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeodeticCoordinateType.Latitude"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Latitude { get; set; } |

|  |
| --- |
| C++ |
| public: property double Latitude {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Latitude : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Latitude(); function set\_Latitude(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_AEBEA2BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeodeticCoordinateType.Longitude Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeodeticCoordinateType.Longitude"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Longitude { get; set; } |

|  |
| --- |
| C++ |
| public: property double Longitude {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Longitude : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Longitude(); function set\_Longitude(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_AEBEA2BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeographicFeatureType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.GeographicFeatureType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class GeographicFeatureType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class GeographicFeatureType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type GeographicFeatureType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.GeographicFeatureType = function();  Type.createClass(  'C2SIM.Schema100.GeographicFeatureType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → GeographicFeatureType |

## Constructors

|  |  |
| --- | --- |
| [GeographicFeatureType](#_409F32D3_Topic) | Initializes a new instance of the GeographicFeatureType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_CA55E65E_Topic) |  |
| [EntityType](#_B7259902_Topic) |  |
| [Marking](#_D6B039BD_Topic) |  |
| [Name](#_9BD538A0_Topic) |  |
| [UUID](#_34E46430_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeographicFeatureType Constructor

Initializes a new instance of the [GeographicFeatureType](#_69AA8501_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public GeographicFeatureType() |

|  |
| --- |
| C++ |
| public: GeographicFeatureType() |

|  |
| --- |
| F# |
| new : unit -> GeographicFeatureType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.GeographicFeatureType = function(); |

## See Also

#### Reference

[GeographicFeatureType Class](#_69AA8501_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeographicFeatureType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeographicFeatureType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[GeographicFeatureType Class](#_69AA8501_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeographicFeatureType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeographicFeatureType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[GeographicFeatureType Class](#_69AA8501_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeographicFeatureType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeographicFeatureType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_69AA8501_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeographicFeatureType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeographicFeatureType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_69AA8501_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# GeographicFeatureType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.GeographicFeatureType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_69AA8501_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HeadingType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.HeadingType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class HeadingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class HeadingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HeadingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.HeadingType = function();  Type.createClass(  'C2SIM.Schema100.HeadingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → HeadingType |

## Constructors

|  |  |
| --- | --- |
| [HeadingType](#_52F5AB06_Topic) | Initializes a new instance of the HeadingType class |

## Properties

|  |  |
| --- | --- |
| [HeadingAngle](#_C68D4D3_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HeadingType Constructor

Initializes a new instance of the [HeadingType](#_E8CE362C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HeadingType() |

|  |
| --- |
| C++ |
| public: HeadingType() |

|  |
| --- |
| F# |
| new : unit -> HeadingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.HeadingType = function(); |

## See Also

#### Reference

[HeadingType Class](#_E8CE362C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HeadingType.HeadingAngle Property

[Missing <summary> documentation for "P:C2SIM.Schema100.HeadingType.HeadingAngle"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double HeadingAngle { get; set; } |

|  |
| --- |
| C++ |
| public: property double HeadingAngle {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member HeadingAngle : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_HeadingAngle(); function set\_HeadingAngle(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HeadingType Class](#_E8CE362C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.HealthObservationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class HealthObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class HealthObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HealthObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.HealthObservationType = function();  Type.createClass(  'C2SIM.Schema100.HealthObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → HealthObservationType |

## Constructors

|  |  |
| --- | --- |
| [HealthObservationType](#_8A41C18A_Topic) | Initializes a new instance of the HealthObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_E886C8E8_Topic) |  |
| [ConfidenceLevel](#_D832D8_Topic) |  |
| [ConfidenceLevelSpecified](#_B3F2FB7_Topic) |  |
| [EntityHealthStatus](#_38FBDF67_Topic) |  |
| [UncertaintyInterval](#_503C658F_Topic) |  |
| [UncertaintyIntervalSpecified](#_86A99014_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType Constructor

Initializes a new instance of the [HealthObservationType](#_3E44FC1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HealthObservationType() |

|  |
| --- |
| C++ |
| public: HealthObservationType() |

|  |
| --- |
| F# |
| new : unit -> HealthObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.HealthObservationType = function(); |

## See Also

#### Reference

[HealthObservationType Class](#_3E44FC1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.HealthObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[HealthObservationType Class](#_3E44FC1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema100.HealthObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HealthObservationType Class](#_3E44FC1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.HealthObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[HealthObservationType Class](#_3E44FC1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema100.HealthObservationType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_442930DD_Topic)[]

## See Also

#### Reference

[HealthObservationType Class](#_3E44FC1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema100.HealthObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HealthObservationType Class](#_3E44FC1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HealthObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.HealthObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[HealthObservationType Class](#_3E44FC1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# HostilityStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.HostilityStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum HostilityStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class HostilityStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HostilityStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.HostilityStatusCodeType = function(); C2SIM.Schema100.HostilityStatusCodeType.createEnum('C2SIM.Schema100.HostilityStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AFR | 0 |  |
| AHO | 1 |  |
| AIV | 2 |  |
| ANT | 3 |  |
| FAKER | 4 |  |
| FR | 5 |  |
| HO | 6 |  |
| IV | 7 |  |
| JOKER | 8 |  |
| NEUTRL | 9 |  |
| PENDNG | 10 |  |
| SUSPCT | 11 |  |
| UNK | 12 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.InitializationConceptType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class InitializationConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class InitializationConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type InitializationConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.InitializationConceptType = function();  Type.createClass(  'C2SIM.Schema100.InitializationConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → InitializationConceptType |

## Constructors

|  |  |
| --- | --- |
| [InitializationConceptType](#_76E488E6_Topic) | Initializes a new instance of the InitializationConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_392F047D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationConceptType Constructor

Initializes a new instance of the [InitializationConceptType](#_F4A5366A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationConceptType() |

|  |
| --- |
| C++ |
| public: InitializationConceptType() |

|  |
| --- |
| F# |
| new : unit -> InitializationConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.InitializationConceptType = function(); |

## See Also

#### Reference

[InitializationConceptType Class](#_F4A5366A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.InitializationConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[InitializationConceptType Class](#_F4A5366A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationDataFileType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.InitializationDataFileType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class InitializationDataFileType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class InitializationDataFileType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type InitializationDataFileType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.InitializationDataFileType = function();  Type.createClass(  'C2SIM.Schema100.InitializationDataFileType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → InitializationDataFileType |

## Constructors

|  |  |
| --- | --- |
| [InitializationDataFileType](#_F5371944_Topic) | Initializes a new instance of the InitializationDataFileType class |

## Properties

|  |  |
| --- | --- |
| [IntializationFileType](#_8BB06BA6_Topic) |  |
| [Name](#_458D35F2_Topic) |  |
| [SystemName](#_74FBD00C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationDataFileType Constructor

Initializes a new instance of the [InitializationDataFileType](#_21192556_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType() |

|  |
| --- |
| C++ |
| public: InitializationDataFileType() |

|  |
| --- |
| F# |
| new : unit -> InitializationDataFileType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.InitializationDataFileType = function(); |

## See Also

#### Reference

[InitializationDataFileType Class](#_21192556_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationDataFileType.IntializationFileType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.InitializationDataFileType.IntializationFileType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IntializationFileType { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IntializationFileType {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IntializationFileType : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IntializationFileType(); function set\_IntializationFileType(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_21192556_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationDataFileType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.InitializationDataFileType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_21192556_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# InitializationDataFileType.SystemName Property

[Missing <summary> documentation for "P:C2SIM.Schema100.InitializationDataFileType.SystemName"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SystemName { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SystemName {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SystemName : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemName(); function set\_SystemName(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_21192556_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# IntervalTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.IntervalTimeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class IntervalTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class IntervalTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type IntervalTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.IntervalTimeType = function();  Type.createClass(  'C2SIM.Schema100.IntervalTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → IntervalTimeType |

## Constructors

|  |  |
| --- | --- |
| [IntervalTimeType](#_BE9E2D01_Topic) | Initializes a new instance of the IntervalTimeType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_E2A4BF01_Topic) |  |
| [EndTime](#_F138076_Topic) |  |
| [StartTime](#_AC04E97A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# IntervalTimeType Constructor

Initializes a new instance of the [IntervalTimeType](#_C0D849CC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public IntervalTimeType() |

|  |
| --- |
| C++ |
| public: IntervalTimeType() |

|  |
| --- |
| F# |
| new : unit -> IntervalTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.IntervalTimeType = function(); |

## See Also

#### Reference

[IntervalTimeType Class](#_C0D849CC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# IntervalTimeType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.IntervalTimeType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_C0D849CC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# IntervalTimeType.EndTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.IntervalTimeType.EndTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType EndTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ EndTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member EndTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EndTime(); function set\_EndTime(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_C0D849CC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# IntervalTimeType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.IntervalTimeType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_C0D849CC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.LineType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LineType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LineType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LineType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.LineType = function();  Type.createClass(  'C2SIM.Schema100.LineType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LineType |

## Constructors

|  |  |
| --- | --- |
| [LineType](#_A4A066A_Topic) | Initializes a new instance of the LineType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_11613AFB_Topic) |  |
| [EntityType](#_B723F37C_Topic) |  |
| [Marking](#_140094C9_Topic) |  |
| [Name](#_383E9354_Topic) |  |
| [Owner](#_BDDBED8D_Topic) |  |
| [UUID](#_A3368590_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType Constructor

Initializes a new instance of the [LineType](#_2C749FA1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LineType() |

|  |
| --- |
| C++ |
| public: LineType() |

|  |
| --- |
| F# |
| new : unit -> LineType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.LineType = function(); |

## See Also

#### Reference

[LineType Class](#_2C749FA1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LineType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[LineType Class](#_2C749FA1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LineType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[LineType Class](#_2C749FA1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LineType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[LineType Class](#_2C749FA1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LineType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[LineType Class](#_2C749FA1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LineType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[LineType Class](#_2C749FA1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LineType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LineType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[LineType Class](#_2C749FA1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.LocationObservationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LocationObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LocationObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LocationObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.LocationObservationType = function();  Type.createClass(  'C2SIM.Schema100.LocationObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LocationObservationType |

## Constructors

|  |  |
| --- | --- |
| [LocationObservationType](#_41259DA5_Topic) | Initializes a new instance of the LocationObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_F643D933_Topic) |  |
| [ConfidenceLevel](#_C577BFE7_Topic) |  |
| [ConfidenceLevelSpecified](#_126D5879_Topic) |  |
| [DirectionOfMovement](#_E9F1709F_Topic) |  |
| [Location](#_546B2C99_Topic) |  |
| [Speed](#_9F20BEDA_Topic) |  |
| [SpeedSpecified](#_A1C3FE88_Topic) |  |
| [UncertaintyInterval](#_A8B798CC_Topic) |  |
| [UncertaintyIntervalSpecified](#_18FA8ACE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType Constructor

Initializes a new instance of the [LocationObservationType](#_DB8DF4EE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationObservationType() |

|  |
| --- |
| C++ |
| public: LocationObservationType() |

|  |
| --- |
| F# |
| new : unit -> LocationObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.LocationObservationType = function(); |

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.DirectionOfMovement Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.DirectionOfMovement"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType DirectionOfMovement { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ DirectionOfMovement {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member DirectionOfMovement : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DirectionOfMovement(); function set\_DirectionOfMovement(value); |

#### Property Value

[OrientationType](#_A5648D68_Topic)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.Location"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType Location { get; set; } |

|  |
| --- |
| C++ |
| public: property LocationType^ Location {  LocationType^ get ();  void set (LocationType^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_EC408DD4_Topic)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.Speed Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.Speed"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Speed { get; set; } |

|  |
| --- |
| C++ |
| public: property double Speed {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Speed : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Speed(); function set\_Speed(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.SpeedSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.SpeedSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SpeedSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SpeedSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SpeedSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpeedSpecified(); function set\_SpeedSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_DB8DF4EE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.LocationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LocationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LocationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LocationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.LocationType = function();  Type.createClass(  'C2SIM.Schema100.LocationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LocationType |

## Constructors

|  |  |
| --- | --- |
| [LocationType](#_18173072_Topic) | Initializes a new instance of the LocationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_E2889BBE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationType Constructor

Initializes a new instance of the [LocationType](#_EC408DD4_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType() |

|  |
| --- |
| C++ |
| public: LocationType() |

|  |
| --- |
| F# |
| new : unit -> LocationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.LocationType = function(); |

## See Also

#### Reference

[LocationType Class](#_EC408DD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# LocationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.LocationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[LocationType Class](#_EC408DD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ManeuverWarfareTaskType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ManeuverWarfareTaskType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ManeuverWarfareTaskType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ManeuverWarfareTaskType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ManeuverWarfareTaskType = function();  Type.createClass(  'C2SIM.Schema100.ManeuverWarfareTaskType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ManeuverWarfareTaskType |

## Constructors

|  |  |
| --- | --- |
| [ManeuverWarfareTaskType](#_666D6E24_Topic) | Initializes a new instance of the ManeuverWarfareTaskType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalRelationship](#_4941C63C_Topic) |  |
| [AffectedEntity](#_76F1361E_Topic) |  |
| [DesiredEffectCode](#_5615DF92_Topic) |  |
| [Duration](#_87D9F522_Topic) |  |
| [EndTime](#_5115962A_Topic) |  |
| [Location](#_13F2E961_Topic) |  |
| [MapGraphicID](#_339D1B22_Topic) |  |
| [Name](#_6F2266F5_Topic) |  |
| [PerformingEntity](#_DC65466D_Topic) |  |
| [RuleOfEngagement](#_C1AF3D27_Topic) |  |
| [StartTime](#_B1E4C6FC_Topic) |  |
| [TaskActionCode](#_838B37E0_Topic) |  |
| [TaskFunctionalRelation](#_5EE0A67E_Topic) |  |
| [UUID](#_32170424_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType Constructor

Initializes a new instance of the [ManeuverWarfareTaskType](#_CFE74A26_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ManeuverWarfareTaskType() |

|  |
| --- |
| C++ |
| public: ManeuverWarfareTaskType() |

|  |
| --- |
| F# |
| new : unit -> ManeuverWarfareTaskType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ManeuverWarfareTaskType = function(); |

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.ActionTemporalRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.ActionTemporalRelationship"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType[] ActionTemporalRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionTemporalRelationshipType^>^ ActionTemporalRelationship {  array<ActionTemporalRelationshipType^>^ get ();  void set (array<ActionTemporalRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member ActionTemporalRelationship : ActionTemporalRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalRelationship(); function set\_ActionTemporalRelationship(value); |

#### Property Value

[ActionTemporalRelationshipType](#_C95E8CA7_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.AffectedEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.AffectedEntity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] AffectedEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ AffectedEntity {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member AffectedEntity : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AffectedEntity(); function set\_AffectedEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.DesiredEffectCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.DesiredEffectCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DesiredEffectCodeType[] DesiredEffectCode { get; set; } |

|  |
| --- |
| C++ |
| public: property array<DesiredEffectCodeType>^ DesiredEffectCode {  array<DesiredEffectCodeType>^ get ();  void set (array<DesiredEffectCodeType>^ value); } |

|  |
| --- |
| F# |
| member DesiredEffectCode : DesiredEffectCodeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_DesiredEffectCode(); function set\_DesiredEffectCode(value); |

#### Property Value

[DesiredEffectCodeType](#_F21254C6_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.EndTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.EndTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType EndTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ EndTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member EndTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EndTime(); function set\_EndTime(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.Location"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_EC408DD4_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.MapGraphicID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.MapGraphicID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] MapGraphicID { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ MapGraphicID {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member MapGraphicID : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_MapGraphicID(); function set\_MapGraphicID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.PerformingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.PerformingEntity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string PerformingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ PerformingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member PerformingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_PerformingEntity(); function set\_PerformingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.RuleOfEngagement Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.RuleOfEngagement"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RuleOfEngagementType[] RuleOfEngagement { get; set; } |

|  |
| --- |
| C++ |
| public: property array<RuleOfEngagementType^>^ RuleOfEngagement {  array<RuleOfEngagementType^>^ get ();  void set (array<RuleOfEngagementType^>^ value); } |

|  |
| --- |
| F# |
| member RuleOfEngagement : RuleOfEngagementType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_RuleOfEngagement(); function set\_RuleOfEngagement(value); |

#### Property Value

[RuleOfEngagementType](#_6E8507F7_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.TaskActionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.TaskActionCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskActionCodeType TaskActionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskActionCodeType TaskActionCode {  TaskActionCodeType get ();  void set (TaskActionCodeType value); } |

|  |
| --- |
| F# |
| member TaskActionCode : TaskActionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskActionCode(); function set\_TaskActionCode(value); |

#### Property Value

[TaskActionCodeType](#_2EA2F216_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.TaskFunctionalRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.TaskFunctionalRelation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalRelationType[] TaskFunctionalRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskFunctionalRelationType^>^ TaskFunctionalRelation {  array<TaskFunctionalRelationType^>^ get ();  void set (array<TaskFunctionalRelationType^>^ value); } |

|  |
| --- |
| F# |
| member TaskFunctionalRelation : TaskFunctionalRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskFunctionalRelation(); function set\_TaskFunctionalRelation(value); |

#### Property Value

[TaskFunctionalRelationType](#_AD463D74_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ManeuverWarfareTaskType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ManeuverWarfareTaskType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_CFE74A26_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MapGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MapGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MapGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MapGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MapGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MapGraphicType = function();  Type.createClass(  'C2SIM.Schema100.MapGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MapGraphicType |

## Constructors

|  |  |
| --- | --- |
| [MapGraphicType](#_103A881F_Topic) | Initializes a new instance of the MapGraphicType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_68F77143_Topic) |  |
| [EntityType](#_55D3F5C6_Topic) |  |
| [Marking](#_285B1C1D_Topic) |  |
| [Name](#_16E583E9_Topic) |  |
| [UUID](#_57B50E40_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MapGraphicType Constructor

Initializes a new instance of the [MapGraphicType](#_93AA3543_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MapGraphicType() |

|  |
| --- |
| C++ |
| public: MapGraphicType() |

|  |
| --- |
| F# |
| new : unit -> MapGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MapGraphicType = function(); |

## See Also

#### Reference

[MapGraphicType Class](#_93AA3543_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MapGraphicType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MapGraphicType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[MapGraphicType Class](#_93AA3543_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MapGraphicType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MapGraphicType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[MapGraphicType Class](#_93AA3543_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MapGraphicType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MapGraphicType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MapGraphicType Class](#_93AA3543_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MapGraphicType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MapGraphicType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MapGraphicType Class](#_93AA3543_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MapGraphicType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MapGraphicType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MapGraphicType Class](#_93AA3543_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MessageBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageBodyType = function();  Type.createClass(  'C2SIM.Schema100.MessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [MessageBodyType](#_B43D4818_Topic) | Initializes a new instance of the MessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_ADD9D3B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageBodyType Constructor

Initializes a new instance of the [MessageBodyType](#_AE87EE1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType() |

|  |
| --- |
| C++ |
| public: MessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> MessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageBodyType = function(); |

## See Also

#### Reference

[MessageBodyType Class](#_AE87EE1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageBodyType Class](#_AE87EE1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MessageCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageCodeType = function();  Type.createClass(  'C2SIM.Schema100.MessageCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageCodeType |

## Constructors

|  |  |
| --- | --- |
| [MessageCodeType](#_90DA0C32_Topic) | Initializes a new instance of the MessageCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_6965D711_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageCodeType Constructor

Initializes a new instance of the [MessageCodeType](#_4AFEFC00_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageCodeType() |

|  |
| --- |
| C++ |
| public: MessageCodeType() |

|  |
| --- |
| F# |
| new : unit -> MessageCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageCodeType = function(); |

## See Also

#### Reference

[MessageCodeType Class](#_4AFEFC00_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MessageCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageCodeType Class](#_4AFEFC00_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MessageConceptType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageConceptType = function();  Type.createClass(  'C2SIM.Schema100.MessageConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageConceptType |

## Constructors

|  |  |
| --- | --- |
| [MessageConceptType](#_9DB6322F_Topic) | Initializes a new instance of the MessageConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_60D30325_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageConceptType Constructor

Initializes a new instance of the [MessageConceptType](#_478DF5FD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageConceptType() |

|  |
| --- |
| C++ |
| public: MessageConceptType() |

|  |
| --- |
| F# |
| new : unit -> MessageConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageConceptType = function(); |

## See Also

#### Reference

[MessageConceptType Class](#_478DF5FD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MessageConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageConceptType Class](#_478DF5FD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MessageType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageType = function();  Type.createClass(  'C2SIM.Schema100.MessageType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageType |

## Constructors

|  |  |
| --- | --- |
| [MessageType](#_CAE4EFA_Topic) | Initializes a new instance of the MessageType class |

## Properties

|  |  |
| --- | --- |
| [C2SIMHeader](#_EC4CDEAC_Topic) |  |
| [MessageBody](#_F7806785_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageType Constructor

Initializes a new instance of the [MessageType](#_D3607509_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageType() |

|  |
| --- |
| C++ |
| public: MessageType() |

|  |
| --- |
| F# |
| new : unit -> MessageType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MessageType = function(); |

## See Also

#### Reference

[MessageType Class](#_D3607509_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageType.C2SIMHeader Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MessageType.C2SIMHeader"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMHeaderType C2SIMHeader { get; set; } |

|  |
| --- |
| C++ |
| public: property C2SIMHeaderType^ C2SIMHeader {  C2SIMHeaderType^ get ();  void set (C2SIMHeaderType^ value); } |

|  |
| --- |
| F# |
| member C2SIMHeader : C2SIMHeaderType with get, set |

|  |
| --- |
| JavaScript |
| function get\_C2SIMHeader(); function set\_C2SIMHeader(value); |

#### Property Value

[C2SIMHeaderType](#_6F172816_Topic)

## See Also

#### Reference

[MessageType Class](#_D3607509_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MessageType.MessageBody Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MessageType.MessageBody"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType MessageBody { get; set; } |

|  |
| --- |
| C++ |
| public: property MessageBodyType^ MessageBody {  MessageBodyType^ get ();  void set (MessageBodyType^ value); } |

|  |
| --- |
| F# |
| member MessageBody : MessageBodyType with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageBody(); function set\_MessageBody(value); |

#### Property Value

[MessageBodyType](#_AE87EE1_Topic)

## See Also

#### Reference

[MessageType Class](#_D3607509_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MilitaryOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MilitaryOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MilitaryOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MilitaryOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MilitaryOrganizationType = function();  Type.createClass(  'C2SIM.Schema100.MilitaryOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MilitaryOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [MilitaryOrganizationType](#_8D4B4FCC_Topic) | Initializes a new instance of the MilitaryOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_205F492F_Topic) |  |
| [CurrentTask](#_8E95A3BA_Topic) |  |
| [EntityDescriptor](#_AD7285E2_Topic) |  |
| [EntityType](#_CCA347AD_Topic) |  |
| [Name](#_C1C6B2A0_Topic) |  |
| [Resource](#_331D9351_Topic) |  |
| [Subordinate](#_88128C5D_Topic) |  |
| [UUID](#_F1E398DD_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType Constructor

Initializes a new instance of the [MilitaryOrganizationType](#_C0A85EBD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MilitaryOrganizationType() |

|  |
| --- |
| C++ |
| public: MilitaryOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> MilitaryOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MilitaryOrganizationType = function(); |

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.Subordinate Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.Subordinate"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Subordinate { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Subordinate {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Subordinate : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Subordinate(); function set\_Subordinate(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MilitaryOrganizationType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MilitaryOrganizationType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MilitaryOrganizationType Class](#_C0A85EBD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MIPRequestCategoryCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.MIPRequestCategoryCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum MIPRequestCategoryCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class MIPRequestCategoryCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MIPRequestCategoryCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MIPRequestCategoryCodeType = function(); C2SIM.Schema100.MIPRequestCategoryCodeType.createEnum('C2SIM.Schema100.MIPRequestCategoryCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ACTION | 0 |  |
| ASSOC | 1 |  |
| CAPAB | 2 |  |
| HOLDNG | 3 |  |
| HOSTIL | 4 |  |
| LOCATN | 5 |  |
| PRESNC | 6 |  |
| STATUS | 7 |  |
| TYPE | 8 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MIPRequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MIPRequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MIPRequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MIPRequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MIPRequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MIPRequestContentType = function();  Type.createClass(  'C2SIM.Schema100.MIPRequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MIPRequestContentType |

## Constructors

|  |  |
| --- | --- |
| [MIPRequestContentType](#_2D7FC06C_Topic) | Initializes a new instance of the MIPRequestContentType class |

## Properties

|  |  |
| --- | --- |
| [MIPRequestCategoryCode](#_948DD7C6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MIPRequestContentType Constructor

Initializes a new instance of the [MIPRequestContentType](#_62E4909A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MIPRequestContentType() |

|  |
| --- |
| C++ |
| public: MIPRequestContentType() |

|  |
| --- |
| F# |
| new : unit -> MIPRequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MIPRequestContentType = function(); |

## See Also

#### Reference

[MIPRequestContentType Class](#_62E4909A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MIPRequestContentType.MIPRequestCategoryCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MIPRequestContentType.MIPRequestCategoryCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MIPRequestCategoryCodeType MIPRequestCategoryCode { get; set; } |

|  |
| --- |
| C++ |
| public: property MIPRequestCategoryCodeType MIPRequestCategoryCode {  MIPRequestCategoryCodeType get ();  void set (MIPRequestCategoryCodeType value); } |

|  |
| --- |
| F# |
| member MIPRequestCategoryCode : MIPRequestCategoryCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_MIPRequestCategoryCode(); function set\_MIPRequestCategoryCode(value); |

#### Property Value

[MIPRequestCategoryCodeType](#_6BDEB1B5_Topic)

## See Also

#### Reference

[MIPRequestContentType Class](#_62E4909A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MipWeaponUseROEType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.MipWeaponUseROEType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MipWeaponUseROEType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MipWeaponUseROEType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MipWeaponUseROEType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MipWeaponUseROEType = function();  Type.createClass(  'C2SIM.Schema100.MipWeaponUseROEType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MipWeaponUseROEType |

## Constructors

|  |  |
| --- | --- |
| [MipWeaponUseROEType](#_F84FA359_Topic) | Initializes a new instance of the MipWeaponUseROEType class |

## Properties

|  |  |
| --- | --- |
| [WeaponROECode](#_1E11E4BF_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MipWeaponUseROEType Constructor

Initializes a new instance of the [MipWeaponUseROEType](#_BFAF5692_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MipWeaponUseROEType() |

|  |
| --- |
| C++ |
| public: MipWeaponUseROEType() |

|  |
| --- |
| F# |
| new : unit -> MipWeaponUseROEType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.MipWeaponUseROEType = function(); |

## See Also

#### Reference

[MipWeaponUseROEType Class](#_BFAF5692_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# MipWeaponUseROEType.WeaponROECode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.MipWeaponUseROEType.WeaponROECode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CodeType WeaponROECode { get; set; } |

|  |
| --- |
| C++ |
| public: property CodeType^ WeaponROECode {  CodeType^ get ();  void set (CodeType^ value); } |

|  |
| --- |
| F# |
| member WeaponROECode : CodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_WeaponROECode(); function set\_WeaponROECode(value); |

#### Property Value

[CodeType](#_ABD674F2_Topic)

## See Also

#### Reference

[MipWeaponUseROEType Class](#_BFAF5692_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NamedEntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.NamedEntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NamedEntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NamedEntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NamedEntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NamedEntityTypeType = function();  Type.createClass(  'C2SIM.Schema100.NamedEntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NamedEntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [NamedEntityTypeType](#_D773F40E_Topic) | Initializes a new instance of the NamedEntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [EntityTypeString](#_9C0BC6DE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NamedEntityTypeType Constructor

Initializes a new instance of the [NamedEntityTypeType](#_6FADBF50_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NamedEntityTypeType() |

|  |
| --- |
| C++ |
| public: NamedEntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> NamedEntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NamedEntityTypeType = function(); |

## See Also

#### Reference

[NamedEntityTypeType Class](#_6FADBF50_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NamedEntityTypeType.EntityTypeString Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NamedEntityTypeType.EntityTypeString"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EntityTypeString { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EntityTypeString {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EntityTypeString : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityTypeString(); function set\_EntityTypeString(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NamedEntityTypeType Class](#_6FADBF50_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.NameObservationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NameObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NameObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NameObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NameObservationType = function();  Type.createClass(  'C2SIM.Schema100.NameObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NameObservationType |

## Constructors

|  |  |
| --- | --- |
| [NameObservationType](#_C64E5FE4_Topic) | Initializes a new instance of the NameObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_7E1B4821_Topic) |  |
| [ConfidenceLevel](#_A9F3C794_Topic) |  |
| [ConfidenceLevelSpecified](#_36F77280_Topic) |  |
| [HostilityStatusCode](#_B56A53D5_Topic) |  |
| [HostilityStatusCodeSpecified](#_B88702DD_Topic) |  |
| [Marking](#_3A17EB60_Topic) |  |
| [Name](#_B0EB1C2_Topic) |  |
| [Side](#_2D077AC6_Topic) |  |
| [UncertaintyInterval](#_2EAA3940_Topic) |  |
| [UncertaintyIntervalSpecified](#_DA6BB21B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType Constructor

Initializes a new instance of the [NameObservationType](#_3027BE0F_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NameObservationType() |

|  |
| --- |
| C++ |
| public: NameObservationType() |

|  |
| --- |
| F# |
| new : unit -> NameObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NameObservationType = function(); |

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.HostilityStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.HostilityStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HostilityStatusCodeType HostilityStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property HostilityStatusCodeType HostilityStatusCode {  HostilityStatusCodeType get ();  void set (HostilityStatusCodeType value); } |

|  |
| --- |
| F# |
| member HostilityStatusCode : HostilityStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCode(); function set\_HostilityStatusCode(value); |

#### Property Value

[HostilityStatusCodeType](#_8CFC5614_Topic)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.HostilityStatusCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.HostilityStatusCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool HostilityStatusCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool HostilityStatusCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member HostilityStatusCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCodeSpecified(); function set\_HostilityStatusCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.Side Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.Side"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Side { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Side {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Side : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Side(); function set\_Side(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NameObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NameObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_3027BE0F_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.NBC\_EventType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NBC\_EventType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NBC\_EventType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NBC\_EventType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NBC\_EventType = function();  Type.createClass(  'C2SIM.Schema100.NBC\_EventType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NBC\_EventType |

## Constructors

|  |  |
| --- | --- |
| [NBC\_EventType](#_611F5A65_Topic) | Initializes a new instance of the NBC\_EventType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_E4B482C4_Topic) |  |
| [EntityType](#_CDDED4FC_Topic) |  |
| [Marking](#_5C4C8B0F_Topic) |  |
| [Name](#_4CFDF304_Topic) |  |
| [Owner](#_56D09278_Topic) |  |
| [UUID](#_94ABEAF1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType Constructor

Initializes a new instance of the [NBC\_EventType](#_4B4E5AD4_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NBC\_EventType() |

|  |
| --- |
| C++ |
| public: NBC\_EventType() |

|  |
| --- |
| F# |
| new : unit -> NBC\_EventType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NBC\_EventType = function(); |

## See Also

#### Reference

[NBC\_EventType Class](#_4B4E5AD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NBC\_EventType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[NBC\_EventType Class](#_4B4E5AD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NBC\_EventType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[NBC\_EventType Class](#_4B4E5AD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NBC\_EventType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_4B4E5AD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NBC\_EventType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_4B4E5AD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NBC\_EventType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_4B4E5AD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NBC\_EventType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NBC\_EventType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_4B4E5AD4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.NonMilitaryOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NonMilitaryOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NonMilitaryOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NonMilitaryOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NonMilitaryOrganizationType = function();  Type.createClass(  'C2SIM.Schema100.NonMilitaryOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NonMilitaryOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [NonMilitaryOrganizationType](#_CB4A2CAD_Topic) | Initializes a new instance of the NonMilitaryOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_7717C15_Topic) |  |
| [CurrentTask](#_87DAAAF7_Topic) |  |
| [EntityDescriptor](#_22A1F038_Topic) |  |
| [EntityType](#_C1CCE4A0_Topic) |  |
| [Name](#_27610E98_Topic) |  |
| [Resource](#_F2A2A753_Topic) |  |
| [Subordinate](#_7D36EC3_Topic) |  |
| [UUID](#_7B679E76_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType Constructor

Initializes a new instance of the [NonMilitaryOrganizationType](#_70E1B1E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NonMilitaryOrganizationType() |

|  |
| --- |
| C++ |
| public: NonMilitaryOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> NonMilitaryOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.NonMilitaryOrganizationType = function(); |

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.Subordinate Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.Subordinate"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Subordinate { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Subordinate {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Subordinate : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Subordinate(); function set\_Subordinate(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# NonMilitaryOrganizationType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.NonMilitaryOrganizationType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_70E1B1E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectDefinitionsType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ObjectDefinitionsType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObjectDefinitionsType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObjectDefinitionsType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObjectDefinitionsType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObjectDefinitionsType = function();  Type.createClass(  'C2SIM.Schema100.ObjectDefinitionsType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObjectDefinitionsType |

## Constructors

|  |  |
| --- | --- |
| [ObjectDefinitionsType](#_1258B6AE_Topic) | Initializes a new instance of the ObjectDefinitionsType class |

## Properties

|  |  |
| --- | --- |
| [AbstractObject](#_6B9CE33E_Topic) |  |
| [Action](#_8D92ECF2_Topic) |  |
| [Entity](#_9132F2CC_Topic) |  |
| [PlanPhaseReference](#_AF1E8D33_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectDefinitionsType Constructor

Initializes a new instance of the [ObjectDefinitionsType](#_4837A339_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType() |

|  |
| --- |
| C++ |
| public: ObjectDefinitionsType() |

|  |
| --- |
| F# |
| new : unit -> ObjectDefinitionsType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObjectDefinitionsType = function(); |

## See Also

#### Reference

[ObjectDefinitionsType Class](#_4837A339_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectDefinitionsType.AbstractObject Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectDefinitionsType.AbstractObject"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractObjectType[] AbstractObject { get; set; } |

|  |
| --- |
| C++ |
| public: property array<AbstractObjectType^>^ AbstractObject {  array<AbstractObjectType^>^ get ();  void set (array<AbstractObjectType^>^ value); } |

|  |
| --- |
| F# |
| member AbstractObject : AbstractObjectType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AbstractObject(); function set\_AbstractObject(value); |

#### Property Value

[AbstractObjectType](#_9BE842A4_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_4837A339_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectDefinitionsType.Action Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectDefinitionsType.Action"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionType[] Action { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionType^>^ Action {  array<ActionType^>^ get ();  void set (array<ActionType^>^ value); } |

|  |
| --- |
| F# |
| member Action : ActionType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Action(); function set\_Action(value); |

#### Property Value

[ActionType](#_E33D3671_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_4837A339_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectDefinitionsType.Entity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectDefinitionsType.Entity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType[] Entity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityType^>^ Entity {  array<EntityType^>^ get ();  void set (array<EntityType^>^ value); } |

|  |
| --- |
| F# |
| member Entity : EntityType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Entity(); function set\_Entity(value); |

#### Property Value

[EntityType](#_78457DFD_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_4837A339_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectDefinitionsType.PlanPhaseReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectDefinitionsType.PlanPhaseReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] PlanPhaseReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ PlanPhaseReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseReference(); function set\_PlanPhaseReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_4837A339_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectInitializationBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ObjectInitializationBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObjectInitializationBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObjectInitializationBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObjectInitializationBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObjectInitializationBodyType = function();  Type.createClass(  'C2SIM.Schema100.ObjectInitializationBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObjectInitializationBodyType |

## Constructors

|  |  |
| --- | --- |
| [ObjectInitializationBodyType](#_B4188A8F_Topic) | Initializes a new instance of the ObjectInitializationBodyType class |

## Properties

|  |  |
| --- | --- |
| [InitializationDataFile](#_762E6EE9_Topic) |  |
| [ObjectDefinitions](#_BC17A44E_Topic) |  |
| [ScenarioSetting](#_6F99933_Topic) |  |
| [SystemEntityList](#_8D219896_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectInitializationBodyType Constructor

Initializes a new instance of the [ObjectInitializationBodyType](#_BCE6C38B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectInitializationBodyType() |

|  |
| --- |
| C++ |
| public: ObjectInitializationBodyType() |

|  |
| --- |
| F# |
| new : unit -> ObjectInitializationBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObjectInitializationBodyType = function(); |

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_BCE6C38B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectInitializationBodyType.InitializationDataFile Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectInitializationBodyType.InitializationDataFile"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType[] InitializationDataFile { get; set; } |

|  |
| --- |
| C++ |
| public: property array<InitializationDataFileType^>^ InitializationDataFile {  array<InitializationDataFileType^>^ get ();  void set (array<InitializationDataFileType^>^ value); } |

|  |
| --- |
| F# |
| member InitializationDataFile : InitializationDataFileType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_InitializationDataFile(); function set\_InitializationDataFile(value); |

#### Property Value

[InitializationDataFileType](#_21192556_Topic)[]

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_BCE6C38B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectInitializationBodyType.ObjectDefinitions Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectInitializationBodyType.ObjectDefinitions"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType ObjectDefinitions { get; set; } |

|  |
| --- |
| C++ |
| public: property ObjectDefinitionsType^ ObjectDefinitions {  ObjectDefinitionsType^ get ();  void set (ObjectDefinitionsType^ value); } |

|  |
| --- |
| F# |
| member ObjectDefinitions : ObjectDefinitionsType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ObjectDefinitions(); function set\_ObjectDefinitions(value); |

#### Property Value

[ObjectDefinitionsType](#_4837A339_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_BCE6C38B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectInitializationBodyType.ScenarioSetting Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectInitializationBodyType.ScenarioSetting"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType ScenarioSetting { get; set; } |

|  |
| --- |
| C++ |
| public: property ScenarioSettingType^ ScenarioSetting {  ScenarioSettingType^ get ();  void set (ScenarioSettingType^ value); } |

|  |
| --- |
| F# |
| member ScenarioSetting : ScenarioSettingType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ScenarioSetting(); function set\_ScenarioSetting(value); |

#### Property Value

[ScenarioSettingType](#_562FF825_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_BCE6C38B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObjectInitializationBodyType.SystemEntityList Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObjectInitializationBodyType.SystemEntityList"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType SystemEntityList { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemEntityListType^ SystemEntityList {  SystemEntityListType^ get ();  void set (SystemEntityListType^ value); } |

|  |
| --- |
| F# |
| member SystemEntityList : SystemEntityListType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemEntityList(); function set\_SystemEntityList(value); |

#### Property Value

[SystemEntityListType](#_3D4FD883_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_BCE6C38B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ObservationReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObservationReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObservationReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObservationReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObservationReportContentType = function();  Type.createClass(  'C2SIM.Schema100.ObservationReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObservationReportContentType |

## Constructors

|  |  |
| --- | --- |
| [ObservationReportContentType](#_D9CE6FED_Topic) | Initializes a new instance of the ObservationReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_6B1F59B2_Topic) |  |
| [Observation](#_463DCC8C_Topic) |  |
| [TimeOfObservation](#_FB45EBB3_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationReportContentType Constructor

Initializes a new instance of the [ObservationReportContentType](#_55C66A5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationReportContentType() |

|  |
| --- |
| C++ |
| public: ObservationReportContentType() |

|  |
| --- |
| F# |
| new : unit -> ObservationReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObservationReportContentType = function(); |

## See Also

#### Reference

[ObservationReportContentType Class](#_55C66A5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationReportContentType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObservationReportContentType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[ObservationReportContentType Class](#_55C66A5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationReportContentType.Observation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObservationReportContentType.Observation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationType[] Observation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ObservationType^>^ Observation {  array<ObservationType^>^ get ();  void set (array<ObservationType^>^ value); } |

|  |
| --- |
| F# |
| member Observation : ObservationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Observation(); function set\_Observation(value); |

#### Property Value

[ObservationType](#_4B5C9BE0_Topic)[]

## See Also

#### Reference

[ObservationReportContentType Class](#_55C66A5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationReportContentType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObservationReportContentType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[ObservationReportContentType Class](#_55C66A5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ObservationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObservationType = function();  Type.createClass(  'C2SIM.Schema100.ObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObservationType |

## Constructors

|  |  |
| --- | --- |
| [ObservationType](#_1D93CB1B_Topic) | Initializes a new instance of the ObservationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_909B9120_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationType Constructor

Initializes a new instance of the [ObservationType](#_4B5C9BE0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationType() |

|  |
| --- |
| C++ |
| public: ObservationType() |

|  |
| --- |
| F# |
| new : unit -> ObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ObservationType = function(); |

## See Also

#### Reference

[ObservationType Class](#_4B5C9BE0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ObservationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ObservationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ObservationType Class](#_4B5C9BE0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OnOrderTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.OnOrderTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OnOrderTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OnOrderTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OnOrderTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OnOrderTriggerType = function();  Type.createClass(  'C2SIM.Schema100.OnOrderTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OnOrderTriggerType |

## Constructors

|  |  |
| --- | --- |
| [OnOrderTriggerType](#_A9A6C7E0_Topic) | Initializes a new instance of the OnOrderTriggerType class |

## Properties

|  |  |
| --- | --- |
| [TaskReference](#_42D5A7E8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OnOrderTriggerType Constructor

Initializes a new instance of the [OnOrderTriggerType](#_129CE25E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OnOrderTriggerType() |

|  |
| --- |
| C++ |
| public: OnOrderTriggerType() |

|  |
| --- |
| F# |
| new : unit -> OnOrderTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OnOrderTriggerType = function(); |

## See Also

#### Reference

[OnOrderTriggerType Class](#_129CE25E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OnOrderTriggerType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OnOrderTriggerType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TaskReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OnOrderTriggerType Class](#_129CE25E_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OperationalStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.OperationalStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum OperationalStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class OperationalStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OperationalStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OperationalStatusCodeType = function(); C2SIM.Schema100.OperationalStatusCodeType.createEnum('C2SIM.Schema100.OperationalStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| FullyOperational | 0 |  |
| MostlyOperational | 1 |  |
| NotOperational | 2 |  |
| PartlyOperational | 3 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OperationalStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.OperationalStatusType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OperationalStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OperationalStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OperationalStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OperationalStatusType = function();  Type.createClass(  'C2SIM.Schema100.OperationalStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OperationalStatusType |

## Constructors

|  |  |
| --- | --- |
| [OperationalStatusType](#_9E574108_Topic) | Initializes a new instance of the OperationalStatusType class |

## Properties

|  |  |
| --- | --- |
| [OperationalStatusCode](#_FBD5945F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OperationalStatusType Constructor

Initializes a new instance of the [OperationalStatusType](#_2BBB4FB8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusType() |

|  |
| --- |
| C++ |
| public: OperationalStatusType() |

|  |
| --- |
| F# |
| new : unit -> OperationalStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OperationalStatusType = function(); |

## See Also

#### Reference

[OperationalStatusType Class](#_2BBB4FB8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OperationalStatusType.OperationalStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OperationalStatusType.OperationalStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusCodeType OperationalStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property OperationalStatusCodeType OperationalStatusCode {  OperationalStatusCodeType get ();  void set (OperationalStatusCodeType value); } |

|  |
| --- |
| F# |
| member OperationalStatusCode : OperationalStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OperationalStatusCode(); function set\_OperationalStatusCode(value); |

#### Property Value

[OperationalStatusCodeType](#_FFEDC7F2_Topic)

## See Also

#### Reference

[OperationalStatusType Class](#_2BBB4FB8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.OrderBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrderBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrderBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrderBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OrderBodyType = function();  Type.createClass(  'C2SIM.Schema100.OrderBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrderBodyType |

## Constructors

|  |  |
| --- | --- |
| [OrderBodyType](#_D2FC80B5_Topic) | Initializes a new instance of the OrderBodyType class |

## Properties

|  |  |
| --- | --- |
| [Entity](#_5A78E3DF_Topic) |  |
| [FromSender](#_D784CFDC_Topic) |  |
| [IssuedTime](#_52A2EF2A_Topic) |  |
| [OrderID](#_ADC6C_Topic) |  |
| [RequestingEntity](#_A2A64941_Topic) |  |
| [Task](#_116A912_Topic) |  |
| [TaskReference](#_F9084840_Topic) |  |
| [ToReceiver](#_1357A0E1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType Constructor

Initializes a new instance of the [OrderBodyType](#_AE640EC0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrderBodyType() |

|  |
| --- |
| C++ |
| public: OrderBodyType() |

|  |
| --- |
| F# |
| new : unit -> OrderBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OrderBodyType = function(); |

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.Entity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.Entity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType[] Entity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityType^>^ Entity {  array<EntityType^>^ get ();  void set (array<EntityType^>^ value); } |

|  |
| --- |
| F# |
| member Entity : EntityType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Entity(); function set\_Entity(value); |

#### Property Value

[EntityType](#_78457DFD_Topic)[]

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.IssuedTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.IssuedTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType IssuedTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ IssuedTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member IssuedTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_IssuedTime(); function set\_IssuedTime(value); |

#### Property Value

[DateTimeType](#_4DF4047_Topic)

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.OrderID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.OrderID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string OrderID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ OrderID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member OrderID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_OrderID(); function set\_OrderID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.RequestingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.RequestingEntity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RequestingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RequestingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RequestingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestingEntity(); function set\_RequestingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.Task Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.Task"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType[] Task { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskType^>^ Task {  array<TaskType^>^ get ();  void set (array<TaskType^>^ value); } |

|  |
| --- |
| F# |
| member Task : TaskType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Task(); function set\_Task(value); |

#### Property Value

[TaskType](#_F0B04102_Topic)[]

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ TaskReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrderBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrderBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_AE640EC0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrganizationCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.OrganizationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrganizationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrganizationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrganizationCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OrganizationCodeType = function();  Type.createClass(  'C2SIM.Schema100.OrganizationCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrganizationCodeType |

## Constructors

|  |  |
| --- | --- |
| [OrganizationCodeType](#_84E2E8DE_Topic) | Initializes a new instance of the OrganizationCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_A048F320_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrganizationCodeType Constructor

Initializes a new instance of the [OrganizationCodeType](#_7B024F56_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrganizationCodeType() |

|  |
| --- |
| C++ |
| public: OrganizationCodeType() |

|  |
| --- |
| F# |
| new : unit -> OrganizationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OrganizationCodeType = function(); |

## See Also

#### Reference

[OrganizationCodeType Class](#_7B024F56_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrganizationCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrganizationCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[OrganizationCodeType Class](#_7B024F56_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrganizationTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.OrganizationTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum OrganizationTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class OrganizationTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrganizationTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OrganizationTypeCodeType = function(); C2SIM.Schema100.OrganizationTypeCodeType.createEnum('C2SIM.Schema100.OrganizationTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| CIVCON | 0 |  |
| CNTRCT | 1 |  |
| CRIMIN | 2 |  |
| DSPLPR | 3 |  |
| EDUCAL | 4 |  |
| FINCAL | 5 |  |
| FRNFGT | 6 |  |
| GANG | 7 |  |
| INSRGT | 8 |  |
| INTEL | 9 |  |
| INTLCT | 10 |  |
| JRNLST | 11 |  |
| JUDCAL | 12 |  |
| LNDOWN | 13 |  |
| LOCINH | 14 |  |
| MEDCAL | 15 |  |
| MEDINT | 16 |  |
| MEDLCL | 17 |  |
| MEDNAT | 18 |  |
| MEDNOS | 19 |  |
| MRCHNT | 20 |  |
| NKN | 21 |  |
| NOS | 22 |  |
| POLCHF | 23 |  |
| POLICE | 24 |  |
| POLTCL | 25 |  |
| POW | 26 |  |
| PRSNR | 27 |  |
| REFUGE | 28 |  |
| SHURA | 29 |  |
| SOCIAL | 30 |  |
| TERRST | 31 |  |
| TRIBAL | 32 |  |
| VILELD | 33 |  |
| WRITER | 34 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrientationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.OrientationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrientationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrientationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrientationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OrientationType = function();  Type.createClass(  'C2SIM.Schema100.OrientationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrientationType |

## Constructors

|  |  |
| --- | --- |
| [OrientationType](#_9F05E49D_Topic) | Initializes a new instance of the OrientationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_23BB944B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrientationType Constructor

Initializes a new instance of the [OrientationType](#_A5648D68_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType() |

|  |
| --- |
| C++ |
| public: OrientationType() |

|  |
| --- |
| F# |
| new : unit -> OrientationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OrientationType = function(); |

## See Also

#### Reference

[OrientationType Class](#_A5648D68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OrientationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OrientationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[OrientationType Class](#_A5648D68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OverlayType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.OverlayType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OverlayType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OverlayType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OverlayType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OverlayType = function();  Type.createClass(  'C2SIM.Schema100.OverlayType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OverlayType |

## Constructors

|  |  |
| --- | --- |
| [OverlayType](#_6F086BE9_Topic) | Initializes a new instance of the OverlayType class |

## Properties

|  |  |
| --- | --- |
| [EntityReference](#_1BD44E9B_Topic) |  |
| [Name](#_D4C43F70_Topic) |  |
| [UUID](#_B835C74E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OverlayType Constructor

Initializes a new instance of the [OverlayType](#_B30729FD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OverlayType() |

|  |
| --- |
| C++ |
| public: OverlayType() |

|  |
| --- |
| F# |
| new : unit -> OverlayType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.OverlayType = function(); |

## See Also

#### Reference

[OverlayType Class](#_B30729FD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OverlayType.EntityReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OverlayType.EntityReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] EntityReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ EntityReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member EntityReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityReference(); function set\_EntityReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OverlayType Class](#_B30729FD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OverlayType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OverlayType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OverlayType Class](#_B30729FD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# OverlayType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.OverlayType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OverlayType Class](#_B30729FD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PersonType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PersonType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PersonType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PersonType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PersonType = function();  Type.createClass(  'C2SIM.Schema100.PersonType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PersonType |

## Constructors

|  |  |
| --- | --- |
| [PersonType](#_5F674306_Topic) | Initializes a new instance of the PersonType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_CFB5F1D6_Topic) |  |
| [CurrentTask](#_5B7904DE_Topic) |  |
| [EntityDescriptor](#_3B05F1E5_Topic) |  |
| [EntityType](#_833E4DF1_Topic) |  |
| [Marking](#_D97AC480_Topic) |  |
| [Name](#_7CE09530_Topic) |  |
| [Resource](#_49DE1E10_Topic) |  |
| [UUID](#_2E58F6F6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType Constructor

Initializes a new instance of the [PersonType](#_A411FF79_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PersonType() |

|  |
| --- |
| C++ |
| public: PersonType() |

|  |
| --- |
| F# |
| new : unit -> PersonType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PersonType = function(); |

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PersonType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PersonType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_A411FF79_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PhysicalConceptType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PhysicalConceptType = function();  Type.createClass(  'C2SIM.Schema100.PhysicalConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalConceptType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalConceptType](#_769C4315_Topic) | Initializes a new instance of the PhysicalConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_83C3E55C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalConceptType Constructor

Initializes a new instance of the [PhysicalConceptType](#_D9B6D7CB_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalConceptType() |

|  |
| --- |
| C++ |
| public: PhysicalConceptType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PhysicalConceptType = function(); |

## See Also

#### Reference

[PhysicalConceptType Class](#_D9B6D7CB_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PhysicalConceptType Class](#_D9B6D7CB_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PhysicalEntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PhysicalEntityType = function();  Type.createClass(  'C2SIM.Schema100.PhysicalEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalEntityType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalEntityType](#_8FCE6CEA_Topic) | Initializes a new instance of the PhysicalEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_A133F381_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalEntityType Constructor

Initializes a new instance of the [PhysicalEntityType](#_16F952A0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalEntityType() |

|  |
| --- |
| C++ |
| public: PhysicalEntityType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PhysicalEntityType = function(); |

## See Also

#### Reference

[PhysicalEntityType Class](#_16F952A0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PhysicalEntityType Class](#_16F952A0_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PhysicalStateType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalStateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalStateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalStateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PhysicalStateType = function();  Type.createClass(  'C2SIM.Schema100.PhysicalStateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalStateType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalStateType](#_6048FC59_Topic) | Initializes a new instance of the PhysicalStateType class |

## Properties

|  |  |
| --- | --- |
| [DateTime](#_E92385A_Topic) |  |
| [DirectionOfMovement](#_A6A891A9_Topic) |  |
| [EntityHealthStatus](#_8DE1BAB2_Topic) |  |
| [Location](#_5C6DDF73_Topic) |  |
| [Orientation](#_9C0CE26B_Topic) |  |
| [Speed](#_276E6ADA_Topic) |  |
| [SpeedSpecified](#_2C95240_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType Constructor

Initializes a new instance of the [PhysicalStateType](#_29F6D72B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalStateType() |

|  |
| --- |
| C++ |
| public: PhysicalStateType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalStateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PhysicalStateType = function(); |

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType.DateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalStateType.DateTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType DateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ DateTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member DateTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DateTime(); function set\_DateTime(value); |

#### Property Value

[DateTimeType](#_4DF4047_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType.DirectionOfMovement Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalStateType.DirectionOfMovement"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType DirectionOfMovement { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ DirectionOfMovement {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member DirectionOfMovement : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DirectionOfMovement(); function set\_DirectionOfMovement(value); |

#### Property Value

[OrientationType](#_A5648D68_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalStateType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_442930DD_Topic)[]

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalStateType.Location"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_EC408DD4_Topic)[]

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType.Orientation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalStateType.Orientation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType Orientation { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ Orientation {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member Orientation : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Orientation(); function set\_Orientation(value); |

#### Property Value

[OrientationType](#_A5648D68_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType.Speed Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalStateType.Speed"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Speed { get; set; } |

|  |
| --- |
| C++ |
| public: property double Speed {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Speed : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Speed(); function set\_Speed(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PhysicalStateType.SpeedSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PhysicalStateType.SpeedSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SpeedSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SpeedSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SpeedSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpeedSpecified(); function set\_SpeedSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[PhysicalStateType Class](#_29F6D72B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PlanBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlanBodyType = function();  Type.createClass(  'C2SIM.Schema100.PlanBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanBodyType |

## Constructors

|  |  |
| --- | --- |
| [PlanBodyType](#_F68B637D_Topic) | Initializes a new instance of the PlanBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_28C4995D_Topic) |  |
| [PlanPhase](#_4B59C988_Topic) |  |
| [PlanPhaseReference](#_162E3678_Topic) |  |
| [ToBeExecutedNow](#_30908907_Topic) |  |
| [ToReceiver](#_E834BB8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanBodyType Constructor

Initializes a new instance of the [PlanBodyType](#_9C353E08_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanBodyType() |

|  |
| --- |
| C++ |
| public: PlanBodyType() |

|  |
| --- |
| F# |
| new : unit -> PlanBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlanBodyType = function(); |

## See Also

#### Reference

[PlanBodyType Class](#_9C353E08_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlanBodyType Class](#_9C353E08_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanBodyType.PlanPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanBodyType.PlanPhase"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType[] PlanPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property array<PlanPhaseType^>^ PlanPhase {  array<PlanPhaseType^>^ get ();  void set (array<PlanPhaseType^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhase : PlanPhaseType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhase(); function set\_PlanPhase(value); |

#### Property Value

[PlanPhaseType](#_FCBB2084_Topic)[]

## See Also

#### Reference

[PlanBodyType Class](#_9C353E08_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanBodyType.PlanPhaseReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanBodyType.PlanPhaseReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] PlanPhaseReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ PlanPhaseReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseReference(); function set\_PlanPhaseReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PlanBodyType Class](#_9C353E08_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanBodyType.ToBeExecutedNow Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanBodyType.ToBeExecutedNow"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ToBeExecutedNow { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ToBeExecutedNow {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ToBeExecutedNow : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToBeExecutedNow(); function set\_ToBeExecutedNow(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[PlanBodyType Class](#_9C353E08_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlanBodyType Class](#_9C353E08_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseCompletionConditionType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.PlanPhaseCompletionConditionType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum PlanPhaseCompletionConditionType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class PlanPhaseCompletionConditionType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseCompletionConditionType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlanPhaseCompletionConditionType = function(); C2SIM.Schema100.PlanPhaseCompletionConditionType.createEnum('C2SIM.Schema100.PlanPhaseCompletionConditionType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AllTasksComplete | 0 |  |
| OneTaskComplete | 1 |  |
| OtherOrderReceived | 2 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PlanPhaseTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanPhaseTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanPhaseTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlanPhaseTriggerType = function();  Type.createClass(  'C2SIM.Schema100.PlanPhaseTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanPhaseTriggerType |

## Constructors

|  |  |
| --- | --- |
| [PlanPhaseTriggerType](#_BE183A8A_Topic) | Initializes a new instance of the PlanPhaseTriggerType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_794AA03_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseTriggerType Constructor

Initializes a new instance of the [PlanPhaseTriggerType](#_CDFA00BF_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseTriggerType() |

|  |
| --- |
| C++ |
| public: PlanPhaseTriggerType() |

|  |
| --- |
| F# |
| new : unit -> PlanPhaseTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlanPhaseTriggerType = function(); |

## See Also

#### Reference

[PlanPhaseTriggerType Class](#_CDFA00BF_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseTriggerType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanPhaseTriggerType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PlanPhaseTriggerType Class](#_CDFA00BF_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PlanPhaseType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanPhaseType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanPhaseType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlanPhaseType = function();  Type.createClass(  'C2SIM.Schema100.PlanPhaseType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanPhaseType |

## Constructors

|  |  |
| --- | --- |
| [PlanPhaseType](#_6C5E9E67_Topic) | Initializes a new instance of the PlanPhaseType class |

## Properties

|  |  |
| --- | --- |
| [PlanPhaseCompletionCondition](#_99FBFE03_Topic) |  |
| [PlanPhaseTrigger](#_D46B16CC_Topic) |  |
| [SubPhase](#_EECEA9C2_Topic) |  |
| [TaskReference](#_19661512_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseType Constructor

Initializes a new instance of the [PlanPhaseType](#_FCBB2084_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType() |

|  |
| --- |
| C++ |
| public: PlanPhaseType() |

|  |
| --- |
| F# |
| new : unit -> PlanPhaseType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlanPhaseType = function(); |

## See Also

#### Reference

[PlanPhaseType Class](#_FCBB2084_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseType.PlanPhaseCompletionCondition Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanPhaseType.PlanPhaseCompletionCondition"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseCompletionConditionType PlanPhaseCompletionCondition { get; set; } |

|  |
| --- |
| C++ |
| public: property PlanPhaseCompletionConditionType PlanPhaseCompletionCondition {  PlanPhaseCompletionConditionType get ();  void set (PlanPhaseCompletionConditionType value); } |

|  |
| --- |
| F# |
| member PlanPhaseCompletionCondition : PlanPhaseCompletionConditionType with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseCompletionCondition(); function set\_PlanPhaseCompletionCondition(value); |

#### Property Value

[PlanPhaseCompletionConditionType](#_EDD4D3BB_Topic)

## See Also

#### Reference

[PlanPhaseType Class](#_FCBB2084_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseType.PlanPhaseTrigger Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanPhaseType.PlanPhaseTrigger"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseTriggerType PlanPhaseTrigger { get; set; } |

|  |
| --- |
| C++ |
| public: property PlanPhaseTriggerType^ PlanPhaseTrigger {  PlanPhaseTriggerType^ get ();  void set (PlanPhaseTriggerType^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseTrigger : PlanPhaseTriggerType with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseTrigger(); function set\_PlanPhaseTrigger(value); |

#### Property Value

[PlanPhaseTriggerType](#_CDFA00BF_Topic)

## See Also

#### Reference

[PlanPhaseType Class](#_FCBB2084_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseType.SubPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanPhaseType.SubPhase"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType[] SubPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property array<PlanPhaseType^>^ SubPhase {  array<PlanPhaseType^>^ get ();  void set (array<PlanPhaseType^>^ value); } |

|  |
| --- |
| F# |
| member SubPhase : PlanPhaseType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubPhase(); function set\_SubPhase(value); |

#### Property Value

[PlanPhaseType](#_FCBB2084_Topic)[]

## See Also

#### Reference

[PlanPhaseType Class](#_FCBB2084_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlanPhaseType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlanPhaseType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ TaskReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PlanPhaseType Class](#_FCBB2084_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlatformType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PlatformType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlatformType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlatformType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlatformType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlatformType = function();  Type.createClass(  'C2SIM.Schema100.PlatformType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlatformType |

## Constructors

|  |  |
| --- | --- |
| [PlatformType](#_7824A200_Topic) | Initializes a new instance of the PlatformType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_F37BA772_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlatformType Constructor

Initializes a new instance of the [PlatformType](#_E86B7139_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlatformType() |

|  |
| --- |
| C++ |
| public: PlatformType() |

|  |
| --- |
| F# |
| new : unit -> PlatformType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PlatformType = function(); |

## See Also

#### Reference

[PlatformType Class](#_E86B7139_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PlatformType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PlatformType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PlatformType Class](#_E86B7139_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PointType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PointType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PointType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PointType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PointType = function();  Type.createClass(  'C2SIM.Schema100.PointType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PointType |

## Constructors

|  |  |
| --- | --- |
| [PointType](#_12BF0EAB_Topic) | Initializes a new instance of the PointType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_E60B7713_Topic) |  |
| [EntityType](#_83E1443B_Topic) |  |
| [Marking](#_47117C04_Topic) |  |
| [Name](#_BDDE9AB_Topic) |  |
| [Owner](#_F7D8C414_Topic) |  |
| [UUID](#_C41D01E8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType Constructor

Initializes a new instance of the [PointType](#_81792CB2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PointType() |

|  |
| --- |
| C++ |
| public: PointType() |

|  |
| --- |
| F# |
| new : unit -> PointType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PointType = function(); |

## See Also

#### Reference

[PointType Class](#_81792CB2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PointType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[PointType Class](#_81792CB2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PointType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[PointType Class](#_81792CB2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PointType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_81792CB2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PointType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_81792CB2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PointType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_81792CB2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PointType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PointType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_81792CB2_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PositionReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PositionReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PositionReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PositionReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PositionReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PositionReportContentType = function();  Type.createClass(  'C2SIM.Schema100.PositionReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PositionReportContentType |

## Constructors

|  |  |
| --- | --- |
| [PositionReportContentType](#_46D1A98E_Topic) | Initializes a new instance of the PositionReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_4E104C91_Topic) |  |
| [EntityHealthStatus](#_CFFADC18_Topic) |  |
| [Location](#_FAC003D4_Topic) |  |
| [SubjectEntity](#_31A88529_Topic) |  |
| [TimeOfObservation](#_BC4ABE48_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PositionReportContentType Constructor

Initializes a new instance of the [PositionReportContentType](#_5F9524F1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PositionReportContentType() |

|  |
| --- |
| C++ |
| public: PositionReportContentType() |

|  |
| --- |
| F# |
| new : unit -> PositionReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PositionReportContentType = function(); |

## See Also

#### Reference

[PositionReportContentType Class](#_5F9524F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PositionReportContentType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PositionReportContentType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_5F9524F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PositionReportContentType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PositionReportContentType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_442930DD_Topic)[]

## See Also

#### Reference

[PositionReportContentType Class](#_5F9524F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PositionReportContentType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PositionReportContentType.Location"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType Location { get; set; } |

|  |
| --- |
| C++ |
| public: property LocationType^ Location {  LocationType^ get ();  void set (LocationType^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_EC408DD4_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_5F9524F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PositionReportContentType.SubjectEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PositionReportContentType.SubjectEntity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SubjectEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SubjectEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SubjectEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubjectEntity(); function set\_SubjectEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PositionReportContentType Class](#_5F9524F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PositionReportContentType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PositionReportContentType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_5F9524F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PriorPhaseCompletionTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.PriorPhaseCompletionTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PriorPhaseCompletionTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PriorPhaseCompletionTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PriorPhaseCompletionTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PriorPhaseCompletionTriggerType = function();  Type.createClass(  'C2SIM.Schema100.PriorPhaseCompletionTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PriorPhaseCompletionTriggerType |

## Constructors

|  |  |
| --- | --- |
| [PriorPhaseCompletionTriggerType](#_36808F5A_Topic) | Initializes a new instance of the PriorPhaseCompletionTriggerType class |

## Properties

|  |  |
| --- | --- |
| [TriggerPhase](#_4314A793_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PriorPhaseCompletionTriggerType Constructor

Initializes a new instance of the [PriorPhaseCompletionTriggerType](#_591016AA_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PriorPhaseCompletionTriggerType() |

|  |
| --- |
| C++ |
| public: PriorPhaseCompletionTriggerType() |

|  |
| --- |
| F# |
| new : unit -> PriorPhaseCompletionTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.PriorPhaseCompletionTriggerType = function(); |

## See Also

#### Reference

[PriorPhaseCompletionTriggerType Class](#_591016AA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# PriorPhaseCompletionTriggerType.TriggerPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema100.PriorPhaseCompletionTriggerType.TriggerPhase"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TriggerPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TriggerPhase {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TriggerPhase : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TriggerPhase(); function set\_TriggerPhase(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PriorPhaseCompletionTriggerType Class](#_591016AA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReinforcedReducedTypeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.ReinforcedReducedTypeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ReinforcedReducedTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ReinforcedReducedTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReinforcedReducedTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ReinforcedReducedTypeType = function(); C2SIM.Schema100.ReinforcedReducedTypeType.createEnum('C2SIM.Schema100.ReinforcedReducedTypeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| DETD | 0 |  |
| NORM | 1 |  |
| REIN | 2 |  |
| RIDT | 3 |  |
| ReinforcementNKN | 4 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.RelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RelationshipType = function();  Type.createClass(  'C2SIM.Schema100.RelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelationshipType |

## Constructors

|  |  |
| --- | --- |
| [RelationshipType](#_5C435ED6_Topic) | Initializes a new instance of the RelationshipType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_E3DB937D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelationshipType Constructor

Initializes a new instance of the [RelationshipType](#_3BDCEC9C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelationshipType() |

|  |
| --- |
| C++ |
| public: RelationshipType() |

|  |
| --- |
| F# |
| new : unit -> RelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RelationshipType = function(); |

## See Also

#### Reference

[RelationshipType Class](#_3BDCEC9C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelationshipType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RelationshipType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[RelationshipType Class](#_3BDCEC9C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeLocationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.RelativeLocationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelativeLocationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelativeLocationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelativeLocationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RelativeLocationType = function();  Type.createClass(  'C2SIM.Schema100.RelativeLocationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelativeLocationType |

## Constructors

|  |  |
| --- | --- |
| [RelativeLocationType](#_5185499E_Topic) | Initializes a new instance of the RelativeLocationType class |

## Properties

|  |  |
| --- | --- |
| [EntityReference](#_BE46263_Topic) |  |
| [SpatialOffset](#_DF193700_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeLocationType Constructor

Initializes a new instance of the [RelativeLocationType](#_360DC956_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelativeLocationType() |

|  |
| --- |
| C++ |
| public: RelativeLocationType() |

|  |
| --- |
| F# |
| new : unit -> RelativeLocationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RelativeLocationType = function(); |

## See Also

#### Reference

[RelativeLocationType Class](#_360DC956_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeLocationType.EntityReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RelativeLocationType.EntityReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EntityReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EntityReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EntityReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityReference(); function set\_EntityReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeLocationType Class](#_360DC956_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeLocationType.SpatialOffset Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RelativeLocationType.SpatialOffset"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SpatialOffsetType SpatialOffset { get; set; } |

|  |
| --- |
| C++ |
| public: property SpatialOffsetType^ SpatialOffset {  SpatialOffsetType^ get ();  void set (SpatialOffsetType^ value); } |

|  |
| --- |
| F# |
| member SpatialOffset : SpatialOffsetType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpatialOffset(); function set\_SpatialOffset(value); |

#### Property Value

[SpatialOffsetType](#_DF2C77C4_Topic)

## See Also

#### Reference

[RelativeLocationType Class](#_360DC956_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.RelativeTimeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelativeTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelativeTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelativeTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RelativeTimeType = function();  Type.createClass(  'C2SIM.Schema100.RelativeTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelativeTimeType |

## Constructors

|  |  |
| --- | --- |
| [RelativeTimeType](#_844912EA_Topic) | Initializes a new instance of the RelativeTimeType class |

## Properties

|  |  |
| --- | --- |
| [DelayTimeAmount](#_BB1AB38C_Topic) |  |
| [EventReference](#_8D4378B9_Topic) |  |
| [Name](#_6DC8FAF3_Topic) |  |
| [TimeReferenceCode](#_B39E6EE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeTimeType Constructor

Initializes a new instance of the [RelativeTimeType](#_8C8CBF68_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelativeTimeType() |

|  |
| --- |
| C++ |
| public: RelativeTimeType() |

|  |
| --- |
| F# |
| new : unit -> RelativeTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RelativeTimeType = function(); |

## See Also

#### Reference

[RelativeTimeType Class](#_8C8CBF68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeTimeType.DelayTimeAmount Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RelativeTimeType.DelayTimeAmount"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType DelayTimeAmount { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ DelayTimeAmount {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member DelayTimeAmount : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DelayTimeAmount(); function set\_DelayTimeAmount(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[RelativeTimeType Class](#_8C8CBF68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeTimeType.EventReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RelativeTimeType.EventReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EventReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EventReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EventReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EventReference(); function set\_EventReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeTimeType Class](#_8C8CBF68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RelativeTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeTimeType Class](#_8C8CBF68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RelativeTimeType.TimeReferenceCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RelativeTimeType.TimeReferenceCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeReferenceCodeType TimeReferenceCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeReferenceCodeType TimeReferenceCode {  TimeReferenceCodeType get ();  void set (TimeReferenceCodeType value); } |

|  |
| --- |
| F# |
| member TimeReferenceCode : TimeReferenceCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeReferenceCode(); function set\_TimeReferenceCode(value); |

#### Property Value

[TimeReferenceCodeType](#_7DF33C43_Topic)

## See Also

#### Reference

[RelativeTimeType Class](#_8C8CBF68_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReligionCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.ReligionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ReligionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ReligionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReligionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ReligionCodeType = function(); C2SIM.Schema100.ReligionCodeType.createEnum('C2SIM.Schema100.ReligionCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AFRMTH | 0 |  |
| ANGLCN | 1 |  |
| ANIMSM | 2 |  |
| APSTLC | 3 |  |
| ARMNAN | 4 |  |
| ARMORT | 5 |  |
| ASMGOD | 6 |  |
| ATHEST | 7 |  |
| BABYLN | 8 |  |
| BAHAI | 9 |  |
| BAPTST | 10 |  |
| BEHAI | 11 |  |
| BLGORT | 12 |  |
| BUDHSM | 13 |  |
| CALVNS | 14 |  |
| CATHLC | 15 |  |
| CHNDGY | 16 |  |
| CHRENG | 17 |  |
| CHRFRW | 18 |  |
| CHRGOD | 19 |  |
| CHRSLB | 20 |  |
| CHRSTN | 21 |  |
| CHRTVL | 22 |  |
| CNFCNS | 23 |  |
| CNG | 24 |  |
| CNGCCH | 25 |  |
| CNGNCH | 26 |  |
| CPTCHR | 27 |  |
| DRUZE | 28 |  |
| EKLNIE | 29 |  |
| EPSCPL | 30 |  |
| ESTORT | 31 |  |
| ETHORT | 32 |  |
| EVNALL | 33 |  |
| EVNGCH | 34 |  |
| EVNLUT | 35 |  |
| GEOORT | 36 |  |
| GRGARM | 37 |  |
| GRKCTH | 38 |  |
| GRKORT | 39 |  |
| HINDU | 40 |  |
| IBDMUS | 41 |  |
| INDGNS | 42 |  |
| ISLAMA | 43 |  |
| ISLAMC | 44 |  |
| ISLAMI | 45 |  |
| ISLAMN | 46 |  |
| JAINS | 47 |  |
| JHVWTN | 48 |  |
| JUDASM | 49 |  |
| KIEVPT | 50 |  |
| KMBNGS | 51 |  |
| LAMBUD | 52 |  |
| LNDMSN | 53 |  |
| LTRSNT | 54 |  |
| LUTHRN | 55 |  |
| MANDEA | 56 |  |
| MARONT | 57 |  |
| MENNTE | 58 |  |
| METHDS | 59 |  |
| MODKNG | 60 |  |
| MORMON | 61 |  |
| MSCWPT | 62 |  |
| MUSLIM | 63 |  |
| MUSMLY | 64 |  |
| MUSSHF | 65 |  |
| MUSZYD | 66 |  |
| NIUNCH | 67 |  |
| NKN | 68 |  |
| NONE | 69 |  |
| NOS | 70 |  |
| ORTHDX | 71 |  |
| PARSI | 72 |  |
| PGNAFR | 73 |  |
| PNTCST | 74 |  |
| PRSBYT | 75 |  |
| PRT | 76 |  |
| PRTADV | 77 |  |
| PRTEVN | 78 |  |
| PRTMRV | 79 |  |
| RMNCTH | 80 |  |
| RMNCTU | 81 |  |
| ROMORT | 82 |  |
| RUSORT | 83 |  |
| SHIMUS | 84 |  |
| SHINTO | 85 |  |
| SHMNSM | 86 |  |
| SIKH | 87 |  |
| SLVMUS | 88 |  |
| SOCFRD | 89 |  |
| SPRCLT | 90 |  |
| SUNMUS | 91 |  |
| SVNADV | 92 |  |
| SYNCHN | 93 |  |
| TAOISM | 94 |  |
| TBTBUD | 95 |  |
| THRVBD | 96 |  |
| TRBREL | 97 |  |
| TRD | 98 |  |
| TRDMYN | 99 |  |
| UKRAUT | 100 |  |
| UKRCTH | 101 |  |
| UKRORT | 102 |  |
| UNCH | 103 |  |
| UNCHAU | 104 |  |
| UNCHCN | 105 |  |
| UNCHPR | 106 |  |
| UNDMTH | 107 |  |
| UNDPRB | 108 |  |
| UNFRCH | 109 |  |
| UNICTH | 110 |  |
| VOODOO | 111 |  |
| ZRSTRN | 112 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ReportBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ReportBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ReportBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReportBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ReportBodyType = function();  Type.createClass(  'C2SIM.Schema100.ReportBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ReportBodyType |

## Constructors

|  |  |
| --- | --- |
| [ReportBodyType](#_DABFD5F8_Topic) | Initializes a new instance of the ReportBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_47BD4361_Topic) |  |
| [ReportContent](#_995D63AC_Topic) |  |
| [ReportID](#_17CBEC96_Topic) |  |
| [ReportingEntity](#_E8569E7D_Topic) |  |
| [ToReceiver](#_D8007C62_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportBodyType Constructor

Initializes a new instance of the [ReportBodyType](#_DA98C688_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportBodyType() |

|  |
| --- |
| C++ |
| public: ReportBodyType() |

|  |
| --- |
| F# |
| new : unit -> ReportBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ReportBodyType = function(); |

## See Also

#### Reference

[ReportBodyType Class](#_DA98C688_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ReportBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_DA98C688_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportBodyType.ReportContent Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ReportBodyType.ReportContent"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportContentType[] ReportContent { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ReportContentType^>^ ReportContent {  array<ReportContentType^>^ get ();  void set (array<ReportContentType^>^ value); } |

|  |
| --- |
| F# |
| member ReportContent : ReportContentType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportContent(); function set\_ReportContent(value); |

#### Property Value

[ReportContentType](#_64E838B3_Topic)[]

## See Also

#### Reference

[ReportBodyType Class](#_DA98C688_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportBodyType.ReportID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ReportBodyType.ReportID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReportID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReportID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReportID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportID(); function set\_ReportID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_DA98C688_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportBodyType.ReportingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ReportBodyType.ReportingEntity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReportingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReportingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReportingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportingEntity(); function set\_ReportingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_DA98C688_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ReportBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_DA98C688_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ReportContentType = function();  Type.createClass(  'C2SIM.Schema100.ReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ReportContentType |

## Constructors

|  |  |
| --- | --- |
| [ReportContentType](#_F7BE061B_Topic) | Initializes a new instance of the ReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_F3A81B5D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportContentType Constructor

Initializes a new instance of the [ReportContentType](#_64E838B3_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportContentType() |

|  |
| --- |
| C++ |
| public: ReportContentType() |

|  |
| --- |
| F# |
| new : unit -> ReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ReportContentType = function(); |

## See Also

#### Reference

[ReportContentType Class](#_64E838B3_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ReportContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ReportContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ReportContentType Class](#_64E838B3_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.RequestBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RequestBodyType = function();  Type.createClass(  'C2SIM.Schema100.RequestBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestBodyType |

## Constructors

|  |  |
| --- | --- |
| [RequestBodyType](#_9B0643C3_Topic) | Initializes a new instance of the RequestBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_D1CBE7E5_Topic) |  |
| [RequestContent](#_2833388D_Topic) |  |
| [RequestingEntity](#_821263FA_Topic) |  |
| [ToReceiver](#_FCFF8D2E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestBodyType Constructor

Initializes a new instance of the [RequestBodyType](#_101971D1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestBodyType() |

|  |
| --- |
| C++ |
| public: RequestBodyType() |

|  |
| --- |
| F# |
| new : unit -> RequestBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RequestBodyType = function(); |

## See Also

#### Reference

[RequestBodyType Class](#_101971D1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RequestBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_101971D1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestBodyType.RequestContent Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RequestBodyType.RequestContent"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestContentType[] RequestContent { get; set; } |

|  |
| --- |
| C++ |
| public: property array<RequestContentType^>^ RequestContent {  array<RequestContentType^>^ get ();  void set (array<RequestContentType^>^ value); } |

|  |
| --- |
| F# |
| member RequestContent : RequestContentType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestContent(); function set\_RequestContent(value); |

#### Property Value

[RequestContentType](#_1CAC5A83_Topic)[]

## See Also

#### Reference

[RequestBodyType Class](#_101971D1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestBodyType.RequestingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RequestBodyType.RequestingEntity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RequestingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RequestingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RequestingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestingEntity(); function set\_RequestingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_101971D1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RequestBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_101971D1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.RequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RequestContentType = function();  Type.createClass(  'C2SIM.Schema100.RequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestContentType |

## Constructors

|  |  |
| --- | --- |
| [RequestContentType](#_8262921B_Topic) | Initializes a new instance of the RequestContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_C745AF64_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestContentType Constructor

Initializes a new instance of the [RequestContentType](#_1CAC5A83_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestContentType() |

|  |
| --- |
| C++ |
| public: RequestContentType() |

|  |
| --- |
| F# |
| new : unit -> RequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RequestContentType = function(); |

## See Also

#### Reference

[RequestContentType Class](#_1CAC5A83_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RequestContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RequestContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[RequestContentType Class](#_1CAC5A83_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ResourceObservationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourceObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourceObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourceObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ResourceObservationType = function();  Type.createClass(  'C2SIM.Schema100.ResourceObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourceObservationType |

## Constructors

|  |  |
| --- | --- |
| [ResourceObservationType](#_8BAF6BCF_Topic) | Initializes a new instance of the ResourceObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_15930F3A_Topic) |  |
| [ConfidenceLevel](#_C4259A89_Topic) |  |
| [ConfidenceLevelSpecified](#_A8FD4992_Topic) |  |
| [Resource](#_BB03B58B_Topic) |  |
| [UncertaintyInterval](#_33FA20F_Topic) |  |
| [UncertaintyIntervalSpecified](#_8D8AEA6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType Constructor

Initializes a new instance of the [ResourceObservationType](#_FE5E94DD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceObservationType() |

|  |
| --- |
| C++ |
| public: ResourceObservationType() |

|  |
| --- |
| F# |
| new : unit -> ResourceObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ResourceObservationType = function(); |

## See Also

#### Reference

[ResourceObservationType Class](#_FE5E94DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ResourceObservationType Class](#_FE5E94DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceObservationType Class](#_FE5E94DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ResourceObservationType Class](#_FE5E94DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceObservationType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[ResourceObservationType Class](#_FE5E94DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceObservationType Class](#_FE5E94DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ResourceObservationType Class](#_FE5E94DD_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourcesType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ResourcesType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourcesType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourcesType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourcesType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ResourcesType = function();  Type.createClass(  'C2SIM.Schema100.ResourcesType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourcesType |

## Constructors

|  |  |
| --- | --- |
| [ResourcesType](#_71845FB4_Topic) | Initializes a new instance of the ResourcesType class |

## Properties

|  |  |
| --- | --- |
| [Resource](#_37BE2C20_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourcesType Constructor

Initializes a new instance of the [ResourcesType](#_BB8744D5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourcesType() |

|  |
| --- |
| C++ |
| public: ResourcesType() |

|  |
| --- |
| F# |
| new : unit -> ResourcesType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ResourcesType = function(); |

## See Also

#### Reference

[ResourcesType Class](#_BB8744D5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourcesType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourcesType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[ResourcesType Class](#_BB8744D5_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ResourceType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourceType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourceType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourceType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ResourceType = function();  Type.createClass(  'C2SIM.Schema100.ResourceType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourceType |

## Constructors

|  |  |
| --- | --- |
| [ResourceType](#_3CA5A64D_Topic) | Initializes a new instance of the ResourceType class |

## Properties

|  |  |
| --- | --- |
| [EntityType](#_D33692DC_Topic) |  |
| [Name](#_83D1EB8F_Topic) |  |
| [Quantity](#_288B04BE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceType Constructor

Initializes a new instance of the [ResourceType](#_4AB468F7_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType() |

|  |
| --- |
| C++ |
| public: ResourceType() |

|  |
| --- |
| F# |
| new : unit -> ResourceType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ResourceType = function(); |

## See Also

#### Reference

[ResourceType Class](#_4AB468F7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[ResourceType Class](#_4AB468F7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ResourceType Class](#_4AB468F7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ResourceType.Quantity Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ResourceType.Quantity"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Quantity { get; set; } |

|  |
| --- |
| C++ |
| public: property double Quantity {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Quantity : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Quantity(); function set\_Quantity(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceType Class](#_4AB468F7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RuleOfEngagementType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.RuleOfEngagementType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RuleOfEngagementType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RuleOfEngagementType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RuleOfEngagementType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RuleOfEngagementType = function();  Type.createClass(  'C2SIM.Schema100.RuleOfEngagementType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RuleOfEngagementType |

## Constructors

|  |  |
| --- | --- |
| [RuleOfEngagementType](#_C57D757B_Topic) | Initializes a new instance of the RuleOfEngagementType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_F935EA1C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RuleOfEngagementType Constructor

Initializes a new instance of the [RuleOfEngagementType](#_6E8507F7_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RuleOfEngagementType() |

|  |
| --- |
| C++ |
| public: RuleOfEngagementType() |

|  |
| --- |
| F# |
| new : unit -> RuleOfEngagementType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.RuleOfEngagementType = function(); |

## See Also

#### Reference

[RuleOfEngagementType Class](#_6E8507F7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# RuleOfEngagementType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.RuleOfEngagementType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MipWeaponUseROEType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property MipWeaponUseROEType^ Item {  MipWeaponUseROEType^ get ();  void set (MipWeaponUseROEType^ value); } |

|  |
| --- |
| F# |
| member Item : MipWeaponUseROEType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[MipWeaponUseROEType](#_BFAF5692_Topic)

## See Also

#### Reference

[RuleOfEngagementType Class](#_6E8507F7_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ScenarioSettingType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.ScenarioSettingType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ScenarioSettingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ScenarioSettingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ScenarioSettingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ScenarioSettingType = function();  Type.createClass(  'C2SIM.Schema100.ScenarioSettingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ScenarioSettingType |

## Constructors

|  |  |
| --- | --- |
| [ScenarioSettingType](#_A1D27421_Topic) | Initializes a new instance of the ScenarioSettingType class |

## Properties

|  |  |
| --- | --- |
| [DateTime](#_1CDFC9D0_Topic) |  |
| [Version](#_409B6F1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ScenarioSettingType Constructor

Initializes a new instance of the [ScenarioSettingType](#_562FF825_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType() |

|  |
| --- |
| C++ |
| public: ScenarioSettingType() |

|  |
| --- |
| F# |
| new : unit -> ScenarioSettingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.ScenarioSettingType = function(); |

## See Also

#### Reference

[ScenarioSettingType Class](#_562FF825_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ScenarioSettingType.DateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ScenarioSettingType.DateTime"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType DateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ DateTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member DateTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DateTime(); function set\_DateTime(value); |

#### Property Value

[DateTimeType](#_4DF4047_Topic)

## See Also

#### Reference

[ScenarioSettingType Class](#_562FF825_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# ScenarioSettingType.Version Property

[Missing <summary> documentation for "P:C2SIM.Schema100.ScenarioSettingType.Version"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Version { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Version {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Version : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Version(); function set\_Version(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ScenarioSettingType Class](#_562FF825_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SecurityClassificationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.SecurityClassificationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum SecurityClassificationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class SecurityClassificationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SecurityClassificationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SecurityClassificationCodeType = function(); C2SIM.Schema100.SecurityClassificationCodeType.createEnum('C2SIM.Schema100.SecurityClassificationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| Confidential | 0 |  |
| Secret | 1 |  |
| TopSecret | 2 |  |
| Unclassified | 3 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SimulationTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SimulationTimeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SimulationTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SimulationTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SimulationTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SimulationTimeType = function();  Type.createClass(  'C2SIM.Schema100.SimulationTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SimulationTimeType |

## Constructors

|  |  |
| --- | --- |
| [SimulationTimeType](#_B245B785_Topic) | Initializes a new instance of the SimulationTimeType class |

## Properties

|  |  |
| --- | --- |
| [DelayTimeAmount](#_2E3E51DA_Topic) |  |
| [Name](#_2683E5C6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SimulationTimeType Constructor

Initializes a new instance of the [SimulationTimeType](#_42F4D033_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SimulationTimeType() |

|  |
| --- |
| C++ |
| public: SimulationTimeType() |

|  |
| --- |
| F# |
| new : unit -> SimulationTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SimulationTimeType = function(); |

## See Also

#### Reference

[SimulationTimeType Class](#_42F4D033_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SimulationTimeType.DelayTimeAmount Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SimulationTimeType.DelayTimeAmount"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType DelayTimeAmount { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ DelayTimeAmount {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member DelayTimeAmount : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DelayTimeAmount(); function set\_DelayTimeAmount(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[SimulationTimeType Class](#_42F4D033_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SimulationTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SimulationTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SimulationTimeType Class](#_42F4D033_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SpatialOffsetType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SpatialOffsetType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SpatialOffsetType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SpatialOffsetType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SpatialOffsetType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SpatialOffsetType = function();  Type.createClass(  'C2SIM.Schema100.SpatialOffsetType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SpatialOffsetType |

## Constructors

|  |  |
| --- | --- |
| [SpatialOffsetType](#_C43B53F8_Topic) | Initializes a new instance of the SpatialOffsetType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_35E2CB36_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SpatialOffsetType Constructor

Initializes a new instance of the [SpatialOffsetType](#_DF2C77C4_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SpatialOffsetType() |

|  |
| --- |
| C++ |
| public: SpatialOffsetType() |

|  |
| --- |
| F# |
| new : unit -> SpatialOffsetType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SpatialOffsetType = function(); |

## See Also

#### Reference

[SpatialOffsetType Class](#_DF2C77C4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SpatialOffsetType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SpatialOffsetType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CartesianOffsetType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property CartesianOffsetType^ Item {  CartesianOffsetType^ get ();  void set (CartesianOffsetType^ value); } |

|  |
| --- |
| F# |
| member Item : CartesianOffsetType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[CartesianOffsetType](#_2FAE8789_Topic)

## See Also

#### Reference

[SpatialOffsetType Class](#_DF2C77C4_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# StrengthType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.StrengthType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StrengthType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StrengthType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StrengthType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.StrengthType = function();  Type.createClass(  'C2SIM.Schema100.StrengthType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StrengthType |

## Constructors

|  |  |
| --- | --- |
| [StrengthType](#_8AAB469A_Topic) | Initializes a new instance of the StrengthType class |

## Properties

|  |  |
| --- | --- |
| [StrengthPercentage](#_E50416B6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# StrengthType Constructor

Initializes a new instance of the [StrengthType](#_D96C8795_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StrengthType() |

|  |
| --- |
| C++ |
| public: StrengthType() |

|  |
| --- |
| F# |
| new : unit -> StrengthType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.StrengthType = function(); |

## See Also

#### Reference

[StrengthType Class](#_D96C8795_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# StrengthType.StrengthPercentage Property

[Missing <summary> documentation for "P:C2SIM.Schema100.StrengthType.StrengthPercentage"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string StrengthPercentage { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ StrengthPercentage {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member StrengthPercentage : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_StrengthPercentage(); function set\_StrengthPercentage(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[StrengthType Class](#_D96C8795_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SubjectTypeObservationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SubjectTypeObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SubjectTypeObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SubjectTypeObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SubjectTypeObservationType = function();  Type.createClass(  'C2SIM.Schema100.SubjectTypeObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SubjectTypeObservationType |

## Constructors

|  |  |
| --- | --- |
| [SubjectTypeObservationType](#_6EDF820C_Topic) | Initializes a new instance of the SubjectTypeObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_79C4AAC_Topic) |  |
| [ConfidenceLevel](#_A57C834C_Topic) |  |
| [ConfidenceLevelSpecified](#_CBE2E82_Topic) |  |
| [EntityType](#_CB7F9227_Topic) |  |
| [UncertaintyInterval](#_15C59948_Topic) |  |
| [UncertaintyIntervalSpecified](#_14BAE827_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType Constructor

Initializes a new instance of the [SubjectTypeObservationType](#_2CCFEF48_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SubjectTypeObservationType() |

|  |
| --- |
| C++ |
| public: SubjectTypeObservationType() |

|  |
| --- |
| F# |
| new : unit -> SubjectTypeObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SubjectTypeObservationType = function(); |

## See Also

#### Reference

[SubjectTypeObservationType Class](#_2CCFEF48_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubjectTypeObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_2CCFEF48_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubjectTypeObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_2CCFEF48_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubjectTypeObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_2CCFEF48_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubjectTypeObservationType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[SubjectTypeObservationType Class](#_2CCFEF48_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubjectTypeObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_2CCFEF48_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubjectTypeObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubjectTypeObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_2CCFEF48_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SubsurfaceVesselType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SubsurfaceVesselType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SubsurfaceVesselType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SubsurfaceVesselType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SubsurfaceVesselType = function();  Type.createClass(  'C2SIM.Schema100.SubsurfaceVesselType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SubsurfaceVesselType |

## Constructors

|  |  |
| --- | --- |
| [SubsurfaceVesselType](#_F66EE21D_Topic) | Initializes a new instance of the SubsurfaceVesselType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_DC93C693_Topic) |  |
| [CurrentTask](#_174389BE_Topic) |  |
| [EntityDescriptor](#_B3381EA0_Topic) |  |
| [EntityType](#_9E6213BA_Topic) |  |
| [Marking](#_F5D1A3AC_Topic) |  |
| [Name](#_78D265E_Topic) |  |
| [Resource](#_CFFFF63_Topic) |  |
| [UUID](#_442D3EE5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType Constructor

Initializes a new instance of the [SubsurfaceVesselType](#_26D85F33_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SubsurfaceVesselType() |

|  |
| --- |
| C++ |
| public: SubsurfaceVesselType() |

|  |
| --- |
| F# |
| new : unit -> SubsurfaceVesselType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SubsurfaceVesselType = function(); |

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SubsurfaceVesselType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SubsurfaceVesselType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_26D85F33_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SurfaceVesselType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SurfaceVesselType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SurfaceVesselType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SurfaceVesselType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SurfaceVesselType = function();  Type.createClass(  'C2SIM.Schema100.SurfaceVesselType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SurfaceVesselType |

## Constructors

|  |  |
| --- | --- |
| [SurfaceVesselType](#_FB7A21_Topic) | Initializes a new instance of the SurfaceVesselType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_CA097D41_Topic) |  |
| [CurrentTask](#_CFAE1596_Topic) |  |
| [EntityDescriptor](#_3BDCE7D6_Topic) |  |
| [EntityType](#_156223CF_Topic) |  |
| [Marking](#_81A469AE_Topic) |  |
| [Name](#_127BBC14_Topic) |  |
| [Resource](#_324A45B6_Topic) |  |
| [UUID](#_443B4A65_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType Constructor

Initializes a new instance of the [SurfaceVesselType](#_F8EAEC0C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SurfaceVesselType() |

|  |
| --- |
| C++ |
| public: SurfaceVesselType() |

|  |
| --- |
| F# |
| new : unit -> SurfaceVesselType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SurfaceVesselType = function(); |

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SurfaceVesselType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SurfaceVesselType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_F8EAEC0C_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemAcknowledgementBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SystemAcknowledgementBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemAcknowledgementBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemAcknowledgementBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemAcknowledgementBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SystemAcknowledgementBodyType = function();  Type.createClass(  'C2SIM.Schema100.SystemAcknowledgementBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemAcknowledgementBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemAcknowledgementBodyType](#_DF10F34_Topic) | Initializes a new instance of the SystemAcknowledgementBodyType class |

## Properties

|  |  |
| --- | --- |
| [AcknowledgeTypeCode](#_37CB0BEB_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemAcknowledgementBodyType Constructor

Initializes a new instance of the [SystemAcknowledgementBodyType](#_97556E7A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemAcknowledgementBodyType() |

|  |
| --- |
| C++ |
| public: SystemAcknowledgementBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemAcknowledgementBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SystemAcknowledgementBodyType = function(); |

## See Also

#### Reference

[SystemAcknowledgementBodyType Class](#_97556E7A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemAcknowledgementBodyType.AcknowledgeTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SystemAcknowledgementBodyType.AcknowledgeTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgeTypeCodeType AcknowledgeTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AcknowledgeTypeCodeType AcknowledgeTypeCode {  AcknowledgeTypeCodeType get ();  void set (AcknowledgeTypeCodeType value); } |

|  |
| --- |
| F# |
| member AcknowledgeTypeCode : AcknowledgeTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AcknowledgeTypeCode(); function set\_AcknowledgeTypeCode(value); |

#### Property Value

[AcknowledgeTypeCodeType](#_67D7AB37_Topic)

## See Also

#### Reference

[SystemAcknowledgementBodyType Class](#_97556E7A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemCommandBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SystemCommandBodyType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemCommandBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemCommandBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SystemCommandBodyType = function();  Type.createClass(  'C2SIM.Schema100.SystemCommandBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemCommandBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemCommandBodyType](#_B0070D20_Topic) | Initializes a new instance of the SystemCommandBodyType class |

## Properties

|  |  |
| --- | --- |
| [SystemCommandTypeCode](#_DA09DC4E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemCommandBodyType Constructor

Initializes a new instance of the [SystemCommandBodyType](#_283083BA_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandBodyType() |

|  |
| --- |
| C++ |
| public: SystemCommandBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemCommandBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SystemCommandBodyType = function(); |

## See Also

#### Reference

[SystemCommandBodyType Class](#_283083BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemCommandBodyType.SystemCommandTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SystemCommandBodyType.SystemCommandTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandTypeCodeType SystemCommandTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemCommandTypeCodeType SystemCommandTypeCode {  SystemCommandTypeCodeType get ();  void set (SystemCommandTypeCodeType value); } |

|  |
| --- |
| F# |
| member SystemCommandTypeCode : SystemCommandTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemCommandTypeCode(); function set\_SystemCommandTypeCode(value); |

#### Property Value

[SystemCommandTypeCodeType](#_B86ACEEB_Topic)

## See Also

#### Reference

[SystemCommandBodyType Class](#_283083BA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemCommandTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.SystemCommandTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum SystemCommandTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class SystemCommandTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SystemCommandTypeCodeType = function(); C2SIM.Schema100.SystemCommandTypeCodeType.createEnum('C2SIM.Schema100.SystemCommandTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| InitializationComplete | 0 |  |
| ShareScenario | 1 |  |
| StartScenario | 2 |  |
| StopScenario | 3 |  |
| SubmitInitialization | 4 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemEntityListType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.SystemEntityListType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemEntityListType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemEntityListType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemEntityListType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SystemEntityListType = function();  Type.createClass(  'C2SIM.Schema100.SystemEntityListType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemEntityListType |

## Constructors

|  |  |
| --- | --- |
| [SystemEntityListType](#_7DBE19F1_Topic) | Initializes a new instance of the SystemEntityListType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_D6243721_Topic) |  |
| [SystemName](#_32469BBA_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemEntityListType Constructor

Initializes a new instance of the [SystemEntityListType](#_3D4FD883_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType() |

|  |
| --- |
| C++ |
| public: SystemEntityListType() |

|  |
| --- |
| F# |
| new : unit -> SystemEntityListType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.SystemEntityListType = function(); |

## See Also

#### Reference

[SystemEntityListType Class](#_3D4FD883_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemEntityListType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SystemEntityListType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ ActorReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SystemEntityListType Class](#_3D4FD883_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# SystemEntityListType.SystemName Property

[Missing <summary> documentation for "P:C2SIM.Schema100.SystemEntityListType.SystemName"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SystemName { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SystemName {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SystemName : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemName(); function set\_SystemName(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SystemEntityListType Class](#_3D4FD883_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TacticalAreaType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TacticalAreaType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TacticalAreaType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TacticalAreaType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TacticalAreaType = function();  Type.createClass(  'C2SIM.Schema100.TacticalAreaType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TacticalAreaType |

## Constructors

|  |  |
| --- | --- |
| [TacticalAreaType](#_43218DD1_Topic) | Initializes a new instance of the TacticalAreaType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_A91868FA_Topic) |  |
| [EntityType](#_8EF7E362_Topic) |  |
| [Marking](#_7B9BC70B_Topic) |  |
| [Name](#_F6607925_Topic) |  |
| [Owner](#_50BD9182_Topic) |  |
| [UUID](#_5E2854F4_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType Constructor

Initializes a new instance of the [TacticalAreaType](#_11A9C2A8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TacticalAreaType() |

|  |
| --- |
| C++ |
| public: TacticalAreaType() |

|  |
| --- |
| F# |
| new : unit -> TacticalAreaType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TacticalAreaType = function(); |

## See Also

#### Reference

[TacticalAreaType Class](#_11A9C2A8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TacticalAreaType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[TacticalAreaType Class](#_11A9C2A8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TacticalAreaType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[TacticalAreaType Class](#_11A9C2A8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TacticalAreaType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_11A9C2A8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TacticalAreaType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_11A9C2A8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TacticalAreaType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_11A9C2A8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalAreaType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TacticalAreaType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_11A9C2A8_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TacticalGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TacticalGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TacticalGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TacticalGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TacticalGraphicType = function();  Type.createClass(  'C2SIM.Schema100.TacticalGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TacticalGraphicType |

## Constructors

|  |  |
| --- | --- |
| [TacticalGraphicType](#_B2F65D01_Topic) | Initializes a new instance of the TacticalGraphicType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_76FA0D5A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalGraphicType Constructor

Initializes a new instance of the [TacticalGraphicType](#_FD187D9B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TacticalGraphicType() |

|  |
| --- |
| C++ |
| public: TacticalGraphicType() |

|  |
| --- |
| F# |
| new : unit -> TacticalGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TacticalGraphicType = function(); |

## See Also

#### Reference

[TacticalGraphicType Class](#_FD187D9B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TacticalGraphicType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TacticalGraphicType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TacticalGraphicType Class](#_FD187D9B_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskActionCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskActionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskActionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskActionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskActionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskActionCodeType = function(); C2SIM.Schema100.TaskActionCodeType.createEnum('C2SIM.Schema100.TaskActionCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AssistOtherUnit | 0 |  |
| HoldInPlace | 1 |  |
| MoveToLocation | 2 |  |
| Observe | 3 |  |
| OrientToLocation | 4 |  |
| ReportPosition | 5 |  |
| UseCapability | 6 |  |
| ACQUIR | 7 |  |
| ADVANC | 8 |  |
| AEREVA | 9 |  |
| AERRFL | 10 |  |
| AEW | 11 |  |
| AEWCON | 12 |  |
| AIRDEF | 13 |  |
| AIRLND | 14 |  |
| AIRSUP | 15 |  |
| AIRSWP | 16 |  |
| AMBUSH | 17 |  |
| AMPH | 18 |  |
| AMPHWF | 19 |  |
| ANALYS | 20 |  |
| ANARWF | 21 |  |
| ANSBWF | 22 |  |
| ANSFWF | 23 |  |
| ANTARM | 24 |  |
| ARASLT | 25 |  |
| ARBNAS | 26 |  |
| ARCCTL | 27 |  |
| ARDREQ | 28 |  |
| ARDROP | 29 |  |
| ARINTR | 30 |  |
| ARLFSA | 31 |  |
| ARLFTR | 32 |  |
| ARMAS | 33 |  |
| ARRLGL | 34 |  |
| ARROBS | 35 |  |
| ARTCTL | 36 |  |
| ASSMBL | 37 |  |
| ATTACK | 38 |  |
| ATTDVR | 39 |  |
| ATTEL | 40 |  |
| ATTMN | 41 |  |
| ATTRIT | 42 |  |
| ATTSPT | 43 |  |
| AVOID | 44 |  |
| AWACS | 45 |  |
| BIOSMP | 46 |  |
| BLDUP | 47 |  |
| BLOCK | 48 |  |
| BRAKUP | 49 |  |
| BREACH | 50 |  |
| BYPASS | 51 |  |
| CADVGD | 52 |  |
| CANDC | 53 |  |
| CANLSE | 54 |  |
| CAPBAR | 55 |  |
| CAPNGR | 56 |  |
| CAPPRT | 57 |  |
| CAPRES | 58 |  |
| CAPSRF | 59 |  |
| CAPTUR | 60 |  |
| CARLNC | 61 |  |
| CARREC | 62 |  |
| CBRHDF | 63 |  |
| CBRKOF | 64 |  |
| CDWDAC | 65 |  |
| CFLKGD | 66 |  |
| CHAFF | 67 |  |
| CHMSMP | 68 |  |
| CINPLF | 69 |  |
| CLARSP | 70 |  |
| CLOSE | 71 |  |
| CLRAIR | 72 |  |
| CLRLND | 73 |  |
| CLROBS | 74 |  |
| CLRRAD | 75 |  |
| CMAINB | 76 |  |
| CNFPSL | 77 |  |
| CNFSTE | 78 |  |
| CNRPSL | 79 |  |
| CNRSVC | 80 |  |
| CNSLDT | 81 |  |
| COARPL | 82 |  |
| COMC3I | 83 |  |
| COMINC | 84 |  |
| COMREL | 85 |  |
| CONSTR | 86 |  |
| CONTAN | 87 |  |
| COOPER | 88 |  |
| COURER | 89 |  |
| COVER | 90 |  |
| CRESRV | 91 |  |
| CROSS | 92 |  |
| CRRGD | 93 |  |
| CTRATK | 94 |  |
| CTRBYF | 95 |  |
| CTRFIR | 96 |  |
| DAZZLE | 97 |  |
| DCPTEL | 98 |  |
| DEBARK | 99 |  |
| DECEIV | 100 |  |
| DECSVC | 101 |  |
| DEFCNT | 102 |  |
| DEFDST | 103 |  |
| DEFEAT | 104 |  |
| DEFEND | 105 |  |
| DEFLCT | 106 |  |
| DEFSUP | 107 |  |
| DELAY | 108 |  |
| DEMFRP | 109 |  |
| DEMGRD | 110 |  |
| DEMO | 111 |  |
| DENY | 112 |  |
| DEPLOY | 113 |  |
| DESCRB | 114 |  |
| DESTRY | 115 |  |
| DETECT | 116 |  |
| DISENG | 117 |  |
| DISRPT | 118 |  |
| DIVE | 119 |  |
| DIVERT | 120 |  |
| DLBATK | 121 |  |
| DRONL | 122 |  |
| DSTRBT | 123 |  |
| DUMPNG | 124 |  |
| ELCCNM | 125 |  |
| ELCWAR | 126 |  |
| ELCWRS | 127 |  |
| EMBARK | 128 |  |
| ENGAGE | 129 |  |
| ENVLP | 130 |  |
| ESCRT | 131 |  |
| EVACT | 132 |  |
| EXFLTR | 133 |  |
| EXPLT | 134 |  |
| ExecutePlanPhase | 135 |  |
| FIX | 136 |  |
| FIXACO | 137 |  |
| FIXELM | 138 |  |
| FIXELO | 139 |  |
| FNCHFL | 140 |  |
| FOLASS | 141 |  |
| FOLSPT | 142 |  |
| FRWDAC | 143 |  |
| GENCHS | 144 |  |
| GUARD | 145 |  |
| HARASS | 146 |  |
| HASTY | 147 |  |
| HIDE | 148 |  |
| HLDDEF | 149 |  |
| HLDOFF | 150 |  |
| HONASP | 151 |  |
| IDENT | 152 |  |
| IDENTP | 153 |  |
| ILLUMN | 154 |  |
| IMINGT | 155 |  |
| INFILT | 156 |  |
| INFOOP | 157 |  |
| INTCEP | 158 |  |
| INTCOL | 159 |  |
| INTDCT | 160 |  |
| ISOLAT | 161 |  |
| ISSMDA | 162 |  |
| ISSMDD | 163 |  |
| ISSPRS | 164 |  |
| JAM | 165 |  |
| LAY | 166 |  |
| LEAGR | 167 |  |
| LIFT | 168 |  |
| LIFTAD | 169 |  |
| LOCATE | 170 |  |
| MAINTN | 171 |  |
| MAP | 172 |  |
| MARK | 173 |  |
| MASSFR | 174 |  |
| MCM11 | 175 |  |
| MCM12 | 176 |  |
| MCM13 | 177 |  |
| MCM14 | 178 |  |
| MCM31 | 179 |  |
| MCM32 | 180 |  |
| MCM33 | 181 |  |
| MCM34 | 182 |  |
| MCM35 | 183 |  |
| MCM36 | 184 |  |
| MCM37 | 185 |  |
| MCM38 | 186 |  |
| MCM39 | 187 |  |
| MCM41 | 188 |  |
| MCM42 | 189 |  |
| MCM43 | 190 |  |
| MCM44 | 191 |  |
| MCM45 | 192 |  |
| MCM46 | 193 |  |
| MCM47 | 194 |  |
| MCM48 | 195 |  |
| MCM50 | 196 |  |
| MCM51 | 197 |  |
| MCM52 | 198 |  |
| MCM53 | 199 |  |
| MCM54 | 200 |  |
| MCM55 | 201 |  |
| MCM56 | 202 |  |
| MCM57 | 203 |  |
| MCM58A | 204 |  |
| MCM58B | 205 |  |
| MCM58C | 206 |  |
| MCM59 | 207 |  |
| MCM61 | 208 |  |
| MCM62 | 209 |  |
| MCM63 | 210 |  |
| MCM71 | 211 |  |
| MCM72 | 212 |  |
| MCM73 | 213 |  |
| MCM74 | 214 |  |
| MCM75 | 215 |  |
| MCM81 | 216 |  |
| MCM82 | 217 |  |
| MCM83 | 218 |  |
| MCM84 | 219 |  |
| MCM85 | 220 |  |
| MCM86 | 221 |  |
| MCM87 | 222 |  |
| MCM88 | 223 |  |
| MCM89 | 224 |  |
| MCM91 | 225 |  |
| MCM92 | 226 |  |
| MCM93 | 227 |  |
| MCMATT | 228 |  |
| MCMCHK | 229 |  |
| MCMEXP | 230 |  |
| MCMLDT | 231 |  |
| MCMLMC | 232 |  |
| MCMPRE | 233 |  |
| MCMSA | 234 |  |
| MCMSAA | 235 |  |
| MCMSAC | 236 |  |
| MCMSAD | 237 |  |
| MCMSAG | 238 |  |
| MCMSAH | 239 |  |
| MCMSAM | 240 |  |
| MCMSAZ | 241 |  |
| MCMSB | 242 |  |
| MCMSBZ | 243 |  |
| MCMSC | 244 |  |
| MCMSCA | 245 |  |
| MCMSCC | 246 |  |
| MCMSCD | 247 |  |
| MCMSCG | 248 |  |
| MCMSCH | 249 |  |
| MCMSCM | 250 |  |
| MCMSCZ | 251 |  |
| MCMSE | 252 |  |
| MCMSEA | 253 |  |
| MCMSEC | 254 |  |
| MCMSED | 255 |  |
| MCMSEG | 256 |  |
| MCMSEH | 257 |  |
| MCMSEM | 258 |  |
| MCMSEZ | 259 |  |
| MCMSL | 260 |  |
| MCMSLA | 261 |  |
| MCMSLH | 262 |  |
| MCMSLM | 263 |  |
| MCMSLZ | 264 |  |
| MCMSP | 265 |  |
| MCMSPA | 266 |  |
| MCMSPC | 267 |  |
| MCMSPG | 268 |  |
| MCMSPH | 269 |  |
| MCMSPM | 270 |  |
| MCMSPZ | 271 |  |
| MCMSR | 272 |  |
| MCMSRD | 273 |  |
| MCMSRH | 274 |  |
| MCMSRV | 275 |  |
| MCMSS | 276 |  |
| MCMSSA | 277 |  |
| MCMSSC | 278 |  |
| MCMSSD | 279 |  |
| MCMSSG | 280 |  |
| MCMSSH | 281 |  |
| MCMSSM | 282 |  |
| MCMSSZ | 283 |  |
| MCMSU | 284 |  |
| MCMSUH | 285 |  |
| MCMSUZ | 286 |  |
| MCMSV | 287 |  |
| MCMSVA | 288 |  |
| MCMSVC | 289 |  |
| MCMSVD | 290 |  |
| MCMSVG | 291 |  |
| MCMSVH | 292 |  |
| MCMSVM | 293 |  |
| MCMSVZ | 294 |  |
| MCMSW | 295 |  |
| MCMSWZ | 296 |  |
| MCMSZZ | 297 |  |
| MCMTML | 298 |  |
| MEDEVC | 299 |  |
| METBAL | 300 |  |
| MINCM | 301 |  |
| MINEWF | 302 |  |
| MINLAY | 303 |  |
| MINSWP | 304 |  |
| MISSTG | 305 |  |
| MNHUNT | 306 |  |
| MNSWMA | 307 |  |
| MNTAIR | 308 |  |
| MNTGRD | 309 |  |
| MOPUP | 310 |  |
| MOVE | 311 |  |
| MPA | 312 |  |
| MRITOP | 313 |  |
| NACLSP | 314 |  |
| NTRCHM | 315 |  |
| NTRCOM | 316 |  |
| NTREXP | 317 |  |
| NUCSMP | 318 |  |
| NVLPLF | 319 |  |
| OBSCUR | 320 |  |
| OBSRV | 321 |  |
| OCCUPY | 322 |  |
| OFFAIR | 323 |  |
| OFFCNA | 324 |  |
| ORGCNF | 325 |  |
| ORGMED | 326 |  |
| ORGRCR | 327 |  |
| ORGSCL | 328 |  |
| ORGSPT | 329 |  |
| PATROL | 330 |  |
| PENTRT | 331 |  |
| PHOTO | 332 |  |
| PLAN | 333 |  |
| PREFIR | 334 |  |
| PREPR | 335 |  |
| PROCUR | 336 |  |
| PROTEL | 337 |  |
| PRVACC | 338 |  |
| PRVAGR | 339 |  |
| PRVBDD | 340 |  |
| PRVCMP | 341 |  |
| PRVCNS | 342 |  |
| PRVEDU | 343 |  |
| PRVHLT | 344 |  |
| PRVINF | 345 |  |
| PRVLND | 346 |  |
| PRVRPR | 347 |  |
| PRVSCY | 348 |  |
| PRVSHL | 349 |  |
| PRVSTG | 350 |  |
| PRVTRS | 351 |  |
| PSYCHW | 352 |  |
| PUBMDA | 353 |  |
| PUBMDD | 354 |  |
| PUBPRS | 355 |  |
| PURSUE | 356 |  |
| RCALIB | 357 |  |
| RECARM | 358 |  |
| RECCE | 359 |  |
| RECCEF | 360 |  |
| RECCEL | 361 |  |
| RECCES | 362 |  |
| RECECM | 363 |  |
| RECONS | 364 |  |
| RECOVR | 365 |  |
| RECPHO | 366 |  |
| RECRAD | 367 |  |
| RECTGT | 368 |  |
| RECUPR | 369 |  |
| RECVIS | 370 |  |
| REDEPL | 371 |  |
| REFILL | 372 |  |
| REFORM | 373 |  |
| REFUEL | 374 |  |
| REINF | 375 |  |
| REORG | 376 |  |
| REPAIR | 377 |  |
| RESCUE | 378 |  |
| REST | 379 |  |
| RESUPL | 380 |  |
| RETAIN | 381 |  |
| RETIRE | 382 |  |
| RLFPLC | 383 |  |
| RNDZVA | 384 |  |
| RNDZVB | 385 |  |
| RNDZVC | 386 |  |
| RNDZVD | 387 |  |
| RNDZVE | 388 |  |
| RNDZVF | 389 |  |
| RNDZVG | 390 |  |
| RNDZVS | 391 |  |
| SAR | 392 |  |
| SARCME | 393 |  |
| SARCMI | 394 |  |
| SARPLG | 395 |  |
| SCOUT | 396 |  |
| SCREEN | 397 |  |
| SCRMBL | 398 |  |
| SECURE | 399 |  |
| SECURT | 400 |  |
| SEIZE | 401 |  |
| SENSIM | 402 |  |
| SERASE | 403 |  |
| SERATE | 404 |  |
| SERCH | 405 |  |
| SERFLO | 406 |  |
| SERFOE | 407 |  |
| SERFRE | 408 |  |
| SERFTE | 409 |  |
| SERFUE | 410 |  |
| SERREE | 411 |  |
| SERRSE | 412 |  |
| SERSEA | 413 |  |
| SERSOE | 414 |  |
| SERSPE | 415 |  |
| SERSTE | 416 |  |
| SERSTR | 417 |  |
| SERTHR | 418 |  |
| SETUP | 419 |  |
| SINGA | 420 |  |
| SPCOPS | 421 |  |
| SPREAD | 422 |  |
| SPTCON | 423 |  |
| SPTELC | 424 |  |
| SRCHFR | 425 |  |
| SRCRES | 426 |  |
| STRCON | 427 |  |
| STRWAF | 428 |  |
| SUBWAF | 429 |  |
| SUPPRS | 430 |  |
| SUPPRT | 431 |  |
| SURVEL | 432 |  |
| SURVLE | 433 |  |
| SUSOAA | 434 |  |
| SWEEP | 435 |  |
| TCARRC | 436 |  |
| TGTDLT | 437 |  |
| THREAT | 438 |  |
| TOWTGT | 439 |  |
| TRAIN | 440 |  |
| TRANOP | 441 |  |
| TRANS | 442 |  |
| TRNSAA | 443 |  |
| TRVRS | 444 |  |
| TURN | 445 |  |
| UNCONW | 446 |  |
| UTILTY | 447 |  |
| VERIFY | 448 |  |
| WDRPRS | 449 |  |
| WITHDR | 450 |  |
| WITNES | 451 |  |
| WLDWSL | 452 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskFunctionalAssociationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskFunctionalAssociationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskFunctionalAssociationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskFunctionalAssociationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskFunctionalAssociationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskFunctionalAssociationCodeType = function(); C2SIM.Schema100.TaskFunctionalAssociationCodeType.createEnum('C2SIM.Schema100.TaskFunctionalAssociationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ALT | 0 |  |
| HASPRV | 1 |  |
| HASSEC | 2 |  |
| HSA | 3 |  |
| IMO | 4 |  |
| INRSTO | 5 |  |
| IOT | 6 |  |
| ISAPRQ | 7 |  |
| ISCAUS | 8 |  |
| TPL | 9 |  |
| UAR | 10 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskFunctionalRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskFunctionalRelationType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskFunctionalRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskFunctionalRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskFunctionalRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskFunctionalRelationType = function();  Type.createClass(  'C2SIM.Schema100.TaskFunctionalRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskFunctionalRelationType |

## Constructors

|  |  |
| --- | --- |
| [TaskFunctionalRelationType](#_CF1CBC31_Topic) | Initializes a new instance of the TaskFunctionalRelationType class |

## Properties

|  |  |
| --- | --- |
| [FunctionalAssociationWithTask](#_D18B6A38_Topic) |  |
| [TaskFunctionalAssociationCode](#_8063527F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskFunctionalRelationType Constructor

Initializes a new instance of the [TaskFunctionalRelationType](#_AD463D74_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalRelationType() |

|  |
| --- |
| C++ |
| public: TaskFunctionalRelationType() |

|  |
| --- |
| F# |
| new : unit -> TaskFunctionalRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskFunctionalRelationType = function(); |

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_AD463D74_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskFunctionalRelationType.FunctionalAssociationWithTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskFunctionalRelationType.FunctionalAssociationWithTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FunctionalAssociationWithTask { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FunctionalAssociationWithTask {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FunctionalAssociationWithTask : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FunctionalAssociationWithTask(); function set\_FunctionalAssociationWithTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_AD463D74_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskFunctionalRelationType.TaskFunctionalAssociationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskFunctionalRelationType.TaskFunctionalAssociationCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalAssociationCodeType TaskFunctionalAssociationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskFunctionalAssociationCodeType TaskFunctionalAssociationCode {  TaskFunctionalAssociationCodeType get ();  void set (TaskFunctionalAssociationCodeType value); } |

|  |
| --- |
| F# |
| member TaskFunctionalAssociationCode : TaskFunctionalAssociationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskFunctionalAssociationCode(); function set\_TaskFunctionalAssociationCode(value); |

#### Property Value

[TaskFunctionalAssociationCodeType](#_87051BFB_Topic)

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_AD463D74_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskGraphicType = function();  Type.createClass(  'C2SIM.Schema100.TaskGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskGraphicType |

## Constructors

|  |  |
| --- | --- |
| [TaskGraphicType](#_78CD4C64_Topic) | Initializes a new instance of the TaskGraphicType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_DD360670_Topic) |  |
| [EntityType](#_B2198327_Topic) |  |
| [Marking](#_950FF931_Topic) |  |
| [Name](#_BD65F9ED_Topic) |  |
| [Owner](#_8D3B3751_Topic) |  |
| [UUID](#_26C13999_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType Constructor

Initializes a new instance of the [TaskGraphicType](#_2DFE7ACE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskGraphicType() |

|  |
| --- |
| C++ |
| public: TaskGraphicType() |

|  |
| --- |
| F# |
| new : unit -> TaskGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskGraphicType = function(); |

## See Also

#### Reference

[TaskGraphicType Class](#_2DFE7ACE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskGraphicType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[TaskGraphicType Class](#_2DFE7ACE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskGraphicType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[TaskGraphicType Class](#_2DFE7ACE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskGraphicType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_2DFE7ACE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskGraphicType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_2DFE7ACE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskGraphicType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_2DFE7ACE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskGraphicType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskGraphicType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_2DFE7ACE_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskRequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskRequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskRequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskRequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskRequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskRequestContentType = function();  Type.createClass(  'C2SIM.Schema100.TaskRequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskRequestContentType |

## Constructors

|  |  |
| --- | --- |
| [TaskRequestContentType](#_B6F858FC_Topic) | Initializes a new instance of the TaskRequestContentType class |

## Properties

|  |  |
| --- | --- |
| [Task](#_36EEEF9B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskRequestContentType Constructor

Initializes a new instance of the [TaskRequestContentType](#_7C79B650_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskRequestContentType() |

|  |
| --- |
| C++ |
| public: TaskRequestContentType() |

|  |
| --- |
| F# |
| new : unit -> TaskRequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskRequestContentType = function(); |

## See Also

#### Reference

[TaskRequestContentType Class](#_7C79B650_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskRequestContentType.Task Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskRequestContentType.Task"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType[] Task { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskType^>^ Task {  array<TaskType^>^ get ();  void set (array<TaskType^>^ value); } |

|  |
| --- |
| F# |
| member Task : TaskType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Task(); function set\_Task(value); |

#### Property Value

[TaskType](#_F0B04102_Topic)[]

## See Also

#### Reference

[TaskRequestContentType Class](#_7C79B650_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskStatusCodeType = function(); C2SIM.Schema100.TaskStatusCodeType.createEnum('C2SIM.Schema100.TaskStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| TASKABRT | 0 |  |
| TASKCMPLT | 1 |  |
| TASKINPRG | 2 |  |
| TASKPEND | 3 |  |
| TASKSTRT | 4 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskStatusType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskStatusType = function();  Type.createClass(  'C2SIM.Schema100.TaskStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskStatusType |

## Constructors

|  |  |
| --- | --- |
| [TaskStatusType](#_34917D83_Topic) | Initializes a new instance of the TaskStatusType class |

## Properties

|  |  |
| --- | --- |
| [CurrentTask](#_732F788A_Topic) |  |
| [Duration](#_8FB3346A_Topic) |  |
| [TaskStatusCode](#_D52EE55A_Topic) |  |
| [TimeOfObservation](#_C713492A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskStatusType Constructor

Initializes a new instance of the [TaskStatusType](#_D2057FAC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskStatusType() |

|  |
| --- |
| C++ |
| public: TaskStatusType() |

|  |
| --- |
| F# |
| new : unit -> TaskStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskStatusType = function(); |

## See Also

#### Reference

[TaskStatusType Class](#_D2057FAC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskStatusType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskStatusType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ CurrentTask {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskStatusType Class](#_D2057FAC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskStatusType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskStatusType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_CB1F8498_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_D2057FAC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskStatusType.TaskStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskStatusType.TaskStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskStatusCodeType TaskStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskStatusCodeType TaskStatusCode {  TaskStatusCodeType get ();  void set (TaskStatusCodeType value); } |

|  |
| --- |
| F# |
| member TaskStatusCode : TaskStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskStatusCode(); function set\_TaskStatusCode(value); |

#### Property Value

[TaskStatusCodeType](#_D74E49AB_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_D2057FAC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskStatusType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskStatusType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_30E97277_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_D2057FAC_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TaskType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskType = function();  Type.createClass(  'C2SIM.Schema100.TaskType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskType |

## Constructors

|  |  |
| --- | --- |
| [TaskType](#_2E104795_Topic) | Initializes a new instance of the TaskType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_87B487C9_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskType Constructor

Initializes a new instance of the [TaskType](#_F0B04102_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType() |

|  |
| --- |
| C++ |
| public: TaskType() |

|  |
| --- |
| F# |
| new : unit -> TaskType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TaskType = function(); |

## See Also

#### Reference

[TaskType Class](#_F0B04102_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TaskType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TaskType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ManeuverWarfareTaskType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property ManeuverWarfareTaskType^ Item {  ManeuverWarfareTaskType^ get ();  void set (ManeuverWarfareTaskType^ value); } |

|  |
| --- |
| F# |
| member Item : ManeuverWarfareTaskType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[ManeuverWarfareTaskType](#_CFE74A26_Topic)

## See Also

#### Reference

[TaskType Class](#_F0B04102_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TemporalConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TemporalConceptType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TemporalConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TemporalConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TemporalConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TemporalConceptType = function();  Type.createClass(  'C2SIM.Schema100.TemporalConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TemporalConceptType |

## Constructors

|  |  |
| --- | --- |
| [TemporalConceptType](#_AAC27DD1_Topic) | Initializes a new instance of the TemporalConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_77F96F9D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TemporalConceptType Constructor

Initializes a new instance of the [TemporalConceptType](#_D3E369F1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TemporalConceptType() |

|  |
| --- |
| C++ |
| public: TemporalConceptType() |

|  |
| --- |
| F# |
| new : unit -> TemporalConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TemporalConceptType = function(); |

## See Also

#### Reference

[TemporalConceptType Class](#_D3E369F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TemporalConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TemporalConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TemporalConceptType Class](#_D3E369F1_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TimeInstantType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.TimeInstantType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TimeInstantType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TimeInstantType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TimeInstantType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TimeInstantType = function();  Type.createClass(  'C2SIM.Schema100.TimeInstantType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TimeInstantType |

## Constructors

|  |  |
| --- | --- |
| [TimeInstantType](#_4D353E71_Topic) | Initializes a new instance of the TimeInstantType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_8C745F29_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TimeInstantType Constructor

Initializes a new instance of the [TimeInstantType](#_30E97277_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType() |

|  |
| --- |
| C++ |
| public: TimeInstantType() |

|  |
| --- |
| F# |
| new : unit -> TimeInstantType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TimeInstantType = function(); |

## See Also

#### Reference

[TimeInstantType Class](#_30E97277_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TimeInstantType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema100.TimeInstantType.Item"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TimeInstantType Class](#_30E97277_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# TimeReferenceCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.TimeReferenceCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TimeReferenceCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TimeReferenceCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TimeReferenceCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.TimeReferenceCodeType = function(); C2SIM.Schema100.TimeReferenceCodeType.createEnum('C2SIM.Schema100.TimeReferenceCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| IntervalEndTime | 0 |  |
| IntervalStartTime | 1 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitOperationalStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.UnitOperationalStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum UnitOperationalStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class UnitOperationalStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitOperationalStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.UnitOperationalStatusCodeType = function(); C2SIM.Schema100.UnitOperationalStatusCodeType.createEnum('C2SIM.Schema100.UnitOperationalStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| MOPS | 0 |  |
| NKN | 1 |  |
| NOP | 2 |  |
| OPR | 3 |  |
| SOPS | 4 |  |
| TNOPS | 5 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.UnitSymbolType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class UnitSymbolType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class UnitSymbolType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitSymbolType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.UnitSymbolType = function();  Type.createClass(  'C2SIM.Schema100.UnitSymbolType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → UnitSymbolType |

## Constructors

|  |  |
| --- | --- |
| [UnitSymbolType](#_47976106_Topic) | Initializes a new instance of the UnitSymbolType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_DD389D30_Topic) |  |
| [EntityType](#_29CCCC46_Topic) |  |
| [HigherFormation](#_533BC58F_Topic) |  |
| [Marking](#_4D6FF79D_Topic) |  |
| [Name](#_7A0664B_Topic) |  |
| [OperationalStatus](#_D24ED23B_Topic) |  |
| [ReinforcedReducedType](#_1A3391E2_Topic) |  |
| [ReinforcedReducedTypeSpecified](#_63E7E12E_Topic) |  |
| [SpecialC2HQ](#_75F57782_Topic) |  |
| [UUID](#_7B10F9EE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType Constructor

Initializes a new instance of the [UnitSymbolType](#_38E5EFD9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitSymbolType() |

|  |
| --- |
| C++ |
| public: UnitSymbolType() |

|  |
| --- |
| F# |
| new : unit -> UnitSymbolType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.UnitSymbolType = function(); |

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.HigherFormation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.HigherFormation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string HigherFormation { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ HigherFormation {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member HigherFormation : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_HigherFormation(); function set\_HigherFormation(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.OperationalStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.OperationalStatus"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusType OperationalStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property OperationalStatusType^ OperationalStatus {  OperationalStatusType^ get ();  void set (OperationalStatusType^ value); } |

|  |
| --- |
| F# |
| member OperationalStatus : OperationalStatusType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OperationalStatus(); function set\_OperationalStatus(value); |

#### Property Value

[OperationalStatusType](#_2BBB4FB8_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.ReinforcedReducedType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.ReinforcedReducedType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReinforcedReducedTypeType ReinforcedReducedType { get; set; } |

|  |
| --- |
| C++ |
| public: property ReinforcedReducedTypeType ReinforcedReducedType {  ReinforcedReducedTypeType get ();  void set (ReinforcedReducedTypeType value); } |

|  |
| --- |
| F# |
| member ReinforcedReducedType : ReinforcedReducedTypeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReinforcedReducedType(); function set\_ReinforcedReducedType(value); |

#### Property Value

[ReinforcedReducedTypeType](#_5B4CB366_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.ReinforcedReducedTypeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.ReinforcedReducedTypeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ReinforcedReducedTypeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ReinforcedReducedTypeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ReinforcedReducedTypeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReinforcedReducedTypeSpecified(); function set\_ReinforcedReducedTypeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.SpecialC2HQ Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.SpecialC2HQ"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SpecialC2HQ { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SpecialC2HQ {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SpecialC2HQ : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpecialC2HQ(); function set\_SpecialC2HQ(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitSymbolType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitSymbolType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_38E5EFD9_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.UnitType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class UnitType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class UnitType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.UnitType = function();  Type.createClass(  'C2SIM.Schema100.UnitType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → UnitType |

## Constructors

|  |  |
| --- | --- |
| [UnitType](#_9ACB2EAF_Topic) | Initializes a new instance of the UnitType class |

## Properties

|  |  |
| --- | --- |
| [CommandRelation](#_CB179186_Topic) |  |
| [CurrentState](#_5C99A0B2_Topic) |  |
| [CurrentTask](#_F689A94B_Topic) |  |
| [EchelonCode](#_41F5A716_Topic) |  |
| [EntityDescriptor](#_6513D8BC_Topic) |  |
| [EntityType](#_6241E31B_Topic) |  |
| [Name](#_214D2BAA_Topic) |  |
| [Resource](#_D51FB5F5_Topic) |  |
| [Subordinate](#_D9E39CD7_Topic) |  |
| [UUID](#_5BCEA55A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType Constructor

Initializes a new instance of the [UnitType](#_A8B04DFA_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitType() |

|  |
| --- |
| C++ |
| public: UnitType() |

|  |
| --- |
| F# |
| new : unit -> UnitType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.UnitType = function(); |

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.CommandRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.CommandRelation"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationType[] CommandRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<CommandRelationType^>^ CommandRelation {  array<CommandRelationType^>^ get ();  void set (array<CommandRelationType^>^ value); } |

|  |
| --- |
| F# |
| member CommandRelation : CommandRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommandRelation(); function set\_CommandRelation(value); |

#### Property Value

[CommandRelationType](#_17E81D1B_Topic)[]

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.EchelonCode Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.EchelonCode"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EchelonCodeType EchelonCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EchelonCodeType EchelonCode {  EchelonCodeType get ();  void set (EchelonCodeType value); } |

|  |
| --- |
| F# |
| member EchelonCode : EchelonCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EchelonCode(); function set\_EchelonCode(value); |

#### Property Value

[EchelonCodeType](#_5050DB7E_Topic)

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.Subordinate Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.Subordinate"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Subordinate { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Subordinate {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Subordinate : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Subordinate(); function set\_Subordinate(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# UnitType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.UnitType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitType Class](#_A8B04DFA_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType Class

[Missing <summary> documentation for "T:C2SIM.Schema100.VehicleType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class VehicleType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class VehicleType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type VehicleType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.VehicleType = function();  Type.createClass(  'C2SIM.Schema100.VehicleType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → VehicleType |

## Constructors

|  |  |
| --- | --- |
| [VehicleType](#_2CED86B6_Topic) | Initializes a new instance of the VehicleType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_9C6A72F0_Topic) |  |
| [CurrentTask](#_76CB4CE_Topic) |  |
| [EntityDescriptor](#_F24022E5_Topic) |  |
| [EntityType](#_DAA79D03_Topic) |  |
| [Marking](#_CC6CE525_Topic) |  |
| [Name](#_65BDB8A1_Topic) |  |
| [Resource](#_A0F45F08_Topic) |  |
| [UUID](#_CB5849E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType Constructor

Initializes a new instance of the [VehicleType](#_E10E9E4A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public VehicleType() |

|  |
| --- |
| C++ |
| public: VehicleType() |

|  |
| --- |
| F# |
| new : unit -> VehicleType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.VehicleType = function(); |

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_1EF3C8D0_Topic)

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_E3085019_Topic)

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_23B44A84_Topic)[]

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.Name"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4AB468F7_Topic)[]

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# VehicleType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema100.VehicleType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_E10E9E4A_Topic)

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# WeaponRuleOfEngagementCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema100.WeaponRuleOfEngagementCodeType"]

## Definition

**Namespace:** [C2SIM.Schema100](#_F2B871F5_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum WeaponRuleOfEngagementCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class WeaponRuleOfEngagementCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type WeaponRuleOfEngagementCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema100.WeaponRuleOfEngagementCodeType = function(); C2SIM.Schema100.WeaponRuleOfEngagementCodeType.createEnum('C2SIM.Schema100.WeaponRuleOfEngagementCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ROEFree | 0 |  |
| ROEHold | 1 |  |
| ROETight | 2 |  |

## See Also

#### Reference

[C2SIM.Schema100 Namespace](#_F2B871F5_Topic)

# C2SIM.Schema101 Namespace

## Classes

|  |  |
| --- | --- |
| [AbstractObjectType](#_37984AB9_Topic) |  |
| [AbstractOrganizationType](#_841B060B_Topic) |  |
| [AcknowledgementBodyType](#_33AD005D_Topic) |  |
| [ActionCodeType](#_A371DA1_Topic) |  |
| [ActionTemporalRelationshipType](#_91755DB9_Topic) |  |
| [ActionType](#_C44C73_Topic) |  |
| [ActivityObservationType](#_E1FC3F5B_Topic) |  |
| [ActorEntityType](#_60E49E18_Topic) |  |
| [AircraftType](#_8327682C_Topic) |  |
| [AllegianceRelationshipType](#_37F9CF17_Topic) |  |
| [APP6SIDCType](#_253B864B_Topic) |  |
| [BoundaryType](#_35BC1EF2_Topic) |  |
| [C2SIMContentType](#_F355BB1B_Topic) |  |
| [C2SIMHeaderType](#_BF5232CB_Topic) |  |
| [C2SIMInitializationBodyType](#_CDD7F0A1_Topic) |  |
| [CartesianOffsetType](#_9A0D973D_Topic) |  |
| [CodeType](#_C605BE72_Topic) |  |
| [CollectiveEntityType](#_4A58E780_Topic) |  |
| [CommandRelationType](#_5FA02D8E_Topic) |  |
| [CommunicationNetworkType](#_5E40DEA0_Topic) |  |
| [CulturalFeatureType](#_BFB6EA2A_Topic) |  |
| [DateTimeType](#_E1717A8D_Topic) |  |
| [DISEntityTypeType](#_78247511_Topic) |  |
| [DomainMessageBodyType](#_BE48D87B_Topic) |  |
| [DurationType](#_8A42351B_Topic) |  |
| [EntityDescriptorType](#_8BB30571_Topic) |  |
| [EntityHealthStatusType](#_D00A8A64_Topic) |  |
| [EntityStateType](#_98B7E94A_Topic) |  |
| [EntityType](#_2BD28093_Topic) |  |
| [EntityTypeType](#_E45A0177_Topic) |  |
| [EnvironmentalObjectType](#_4C67132C_Topic) |  |
| [EulerAnglesType](#_97B9B173_Topic) |  |
| [EventTriggerType](#_58FF7367_Topic) |  |
| [EventType](#_55C81566_Topic) |  |
| [ForceSideRelationType](#_EADDEDD2_Topic) |  |
| [ForceSideType](#_E71A59EC_Topic) |  |
| [GeodeticCoordinateType](#_898B4DCE_Topic) |  |
| [GeographicFeatureType](#_CC82415B_Topic) |  |
| [HeadingType](#_9E948263_Topic) |  |
| [HealthObservationType](#_1E9B00DD_Topic) |  |
| [InitializationConceptType](#_369DFD68_Topic) |  |
| [InitializationDataFileType](#_1865CA2C_Topic) |  |
| [IntervalTimeType](#_3AF7DF42_Topic) |  |
| [LineType](#_FABCFA27_Topic) |  |
| [LocationObservationType](#_A77E8E4A_Topic) |  |
| [LocationType](#_F66CA62_Topic) |  |
| [ManeuverWarfareTaskType](#_3741FCF1_Topic) |  |
| [MapGraphicType](#_8195695A_Topic) |  |
| [MessageBodyType](#_B1A265BD_Topic) |  |
| [MessageCodeType](#_7947BE21_Topic) |  |
| [MessageConceptType](#_46E142AD_Topic) |  |
| [MessageType](#_5A83C52D_Topic) |  |
| [METOCGraphicType](#_2B5ADB8A_Topic) |  |
| [MilitaryOrganizationType](#_5FBBC603_Topic) |  |
| [MIPRequestContentType](#_E9D67BFB_Topic) |  |
| [MipWeaponUseROEType](#_7CF8BFAD_Topic) |  |
| [NamedEntityTypeType](#_F564B07A_Topic) |  |
| [NameObservationType](#_E634969D_Topic) |  |
| [NBC\_EventType](#_F31AFAD2_Topic) |  |
| [NonMilitaryOrganizationType](#_9A7FF4E1_Topic) |  |
| [ObjectDefinitionsType](#_751AC455_Topic) |  |
| [ObjectInitializationBodyType](#_D76322BA_Topic) |  |
| [ObservationReportContentType](#_4FE1FA8_Topic) |  |
| [ObservationType](#_67D23BBC_Topic) |  |
| [OnOrderTriggerType](#_829589C8_Topic) |  |
| [OperationalStatusType](#_95735509_Topic) |  |
| [OrderBodyType](#_CA438880_Topic) |  |
| [OrganizationCodeType](#_584554BB_Topic) |  |
| [OrientationType](#_398BCFB9_Topic) |  |
| [OverlayType](#_E40F02CD_Topic) |  |
| [PersonType](#_3EFE4AEC_Topic) |  |
| [PhysicalConceptType](#_8B466555_Topic) |  |
| [PhysicalEntityType](#_586EE18C_Topic) |  |
| [PhysicalStateType](#_35BE4693_Topic) |  |
| [PlanBodyType](#_F018859D_Topic) |  |
| [PlanPhaseTriggerType](#_F7DB2B_Topic) |  |
| [PlanPhaseType](#_6FC013F4_Topic) |  |
| [PlatformType](#_91B9E79F_Topic) |  |
| [PointType](#_1EB27C04_Topic) |  |
| [PositionReportContentType](#_F5CDAEEC_Topic) |  |
| [PriorPhaseCompletionTriggerType](#_D224891F_Topic) |  |
| [RelationshipType](#_1D7E2B61_Topic) |  |
| [RelativeLocationType](#_2A61E3B1_Topic) |  |
| [RelativeTimeType](#_4DE23EE0_Topic) |  |
| [ReportBodyType](#_B765A134_Topic) |  |
| [ReportContentType](#_D8036300_Topic) |  |
| [RequestBodyType](#_C9367532_Topic) |  |
| [RequestContentType](#_23106E67_Topic) |  |
| [ResourceObservationType](#_2C2EE157_Topic) |  |
| [ResourcesType](#_AE1F1192_Topic) |  |
| [ResourceType](#_2583379F_Topic) |  |
| [RouteType](#_EFCBB807_Topic) |  |
| [RuleOfEngagementType](#_AF4CD9D1_Topic) |  |
| [ScenarioSettingType](#_F20641FF_Topic) |  |
| [SimulationTimeType](#_3D947D8C_Topic) |  |
| [SpatialOffsetType](#_C427860C_Topic) |  |
| [StrengthType](#_47A26A4B_Topic) |  |
| [SubjectTypeObservationType](#_576A0E7C_Topic) |  |
| [SubsurfaceVesselType](#_658D8E6_Topic) |  |
| [SurfaceVesselType](#_EDE3CA01_Topic) |  |
| [SystemAcknowledgementBodyType](#_C5C51552_Topic) |  |
| [SystemCommandBodyType](#_23CC8690_Topic) |  |
| [SystemEntityListType](#_D2092254_Topic) |  |
| [TacticalAreaType](#_28DED63_Topic) |  |
| [TacticalGraphicType](#_32B3D339_Topic) |  |
| [TaskFunctionalRelationType](#_367C1C36_Topic) |  |
| [TaskGraphicType](#_E97CF7A7_Topic) |  |
| [TaskRequestContentType](#_ECD189ED_Topic) |  |
| [TaskStatusType](#_6E50697E_Topic) |  |
| [TaskType](#_6AD399EC_Topic) |  |
| [TemporalConceptType](#_9C0F8774_Topic) |  |
| [TimeInstantType](#_2CECD191_Topic) |  |
| [UnitSymbolType](#_75BB5690_Topic) |  |
| [UnitType](#_C4828D3C_Topic) |  |
| [VehicleType](#_E2A1724F_Topic) |  |

## Enumerations

|  |  |
| --- | --- |
| [AcknowledgeTypeCodeType](#_ACD497FF_Topic) |  |
| [ActionTemporalAssociationCodeType](#_7DC6DBE2_Topic) |  |
| [AllegianceRelationshipCodeType](#_17554701_Topic) |  |
| [CommandRelationCodeType](#_E7460826_Topic) |  |
| [CommunicativeActTypeCodeType](#_EE613D35_Topic) |  |
| [CountryCodeType](#_4A80C320_Topic) |  |
| [DesiredEffectCodeType](#_6FB7CCAF_Topic) |  |
| [EchelonCodeType](#_3D5F9007_Topic) |  |
| [EthnicGroupCodeType](#_1E70C510_Topic) |  |
| [EventCodeType](#_961C5D07_Topic) |  |
| [HostilityStatusCodeType](#_DC9EDAAA_Topic) |  |
| [MIPRequestCategoryCodeType](#_513817F0_Topic) |  |
| [OperationalStatusCodeType](#_BA4DF3D1_Topic) |  |
| [OrganizationTypeCodeType](#_6EC0CCB_Topic) |  |
| [PlanPhaseCompletionConditionType](#_C93148BB_Topic) |  |
| [ReinforcedReducedTypeType](#_A9FC8064_Topic) |  |
| [ReligionCodeType](#_1459299_Topic) |  |
| [SecurityClassificationCodeType](#_8A9CA513_Topic) |  |
| [SystemCommandTypeCodeType](#_3B4E6548_Topic) |  |
| [TaskActionCodeType](#_19E34208_Topic) |  |
| [TaskFunctionalAssociationCodeType](#_599FF037_Topic) |  |
| [TaskStatusCodeType](#_8BEBF68B_Topic) |  |
| [TimeReferenceCodeType](#_B23BCFED_Topic) |  |
| [UnitOperationalStatusCodeType](#_3A16BB89_Topic) |  |
| [WeaponRuleOfEngagementCodeType](#_1BA9022F_Topic) |  |

# AbstractObjectType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.AbstractObjectType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AbstractObjectType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AbstractObjectType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AbstractObjectType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AbstractObjectType = function();  Type.createClass(  'C2SIM.Schema101.AbstractObjectType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AbstractObjectType |

## Constructors

|  |  |
| --- | --- |
| [AbstractObjectType](#_52ACB9FB_Topic) | Initializes a new instance of the AbstractObjectType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_63407050_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractObjectType Constructor

Initializes a new instance of the [AbstractObjectType](#_37984AB9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractObjectType() |

|  |
| --- |
| C++ |
| public: AbstractObjectType() |

|  |
| --- |
| F# |
| new : unit -> AbstractObjectType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AbstractObjectType = function(); |

## See Also

#### Reference

[AbstractObjectType Class](#_37984AB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractObjectType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractObjectType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[AbstractObjectType Class](#_37984AB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.AbstractOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AbstractOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AbstractOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AbstractOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AbstractOrganizationType = function();  Type.createClass(  'C2SIM.Schema101.AbstractOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AbstractOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [AbstractOrganizationType](#_52B93954_Topic) | Initializes a new instance of the AbstractOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [CountryCode](#_29F1D93_Topic) |  |
| [CountryCodeSpecified](#_A7EFC720_Topic) |  |
| [EthnicGroupCode](#_7A510CAA_Topic) |  |
| [EthnicGroupCodeSpecified](#_FF1C2E49_Topic) |  |
| [Name](#_C70F309B_Topic) |  |
| [OrganizationTypeCode](#_BE673D2A_Topic) |  |
| [ReligionCode](#_C8C1845_Topic) |  |
| [ReligionCodeSpecified](#_97B7A7D5_Topic) |  |
| [UUID](#_105C3210_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType Constructor

Initializes a new instance of the [AbstractOrganizationType](#_841B060B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractOrganizationType() |

|  |
| --- |
| C++ |
| public: AbstractOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> AbstractOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AbstractOrganizationType = function(); |

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.CountryCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.CountryCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CountryCodeType CountryCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CountryCodeType CountryCode {  CountryCodeType get ();  void set (CountryCodeType value); } |

|  |
| --- |
| F# |
| member CountryCode : CountryCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CountryCode(); function set\_CountryCode(value); |

#### Property Value

[CountryCodeType](#_4A80C320_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.CountryCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.CountryCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool CountryCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool CountryCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member CountryCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_CountryCodeSpecified(); function set\_CountryCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.EthnicGroupCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.EthnicGroupCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EthnicGroupCodeType EthnicGroupCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EthnicGroupCodeType EthnicGroupCode {  EthnicGroupCodeType get ();  void set (EthnicGroupCodeType value); } |

|  |
| --- |
| F# |
| member EthnicGroupCode : EthnicGroupCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EthnicGroupCode(); function set\_EthnicGroupCode(value); |

#### Property Value

[EthnicGroupCodeType](#_1E70C510_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.EthnicGroupCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.EthnicGroupCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool EthnicGroupCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool EthnicGroupCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member EthnicGroupCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_EthnicGroupCodeSpecified(); function set\_EthnicGroupCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.OrganizationTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.OrganizationTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrganizationTypeCodeType OrganizationTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property OrganizationTypeCodeType OrganizationTypeCode {  OrganizationTypeCodeType get ();  void set (OrganizationTypeCodeType value); } |

|  |
| --- |
| F# |
| member OrganizationTypeCode : OrganizationTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OrganizationTypeCode(); function set\_OrganizationTypeCode(value); |

#### Property Value

[OrganizationTypeCodeType](#_6EC0CCB_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.ReligionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.ReligionCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReligionCodeType ReligionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ReligionCodeType ReligionCode {  ReligionCodeType get ();  void set (ReligionCodeType value); } |

|  |
| --- |
| F# |
| member ReligionCode : ReligionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReligionCode(); function set\_ReligionCode(value); |

#### Property Value

[ReligionCodeType](#_1459299_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.ReligionCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.ReligionCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ReligionCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ReligionCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ReligionCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReligionCodeSpecified(); function set\_ReligionCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AbstractOrganizationType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AbstractOrganizationType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AbstractOrganizationType Class](#_841B060B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AcknowledgementBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.AcknowledgementBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AcknowledgementBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AcknowledgementBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AcknowledgementBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AcknowledgementBodyType = function();  Type.createClass(  'C2SIM.Schema101.AcknowledgementBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AcknowledgementBodyType |

## Constructors

|  |  |
| --- | --- |
| [AcknowledgementBodyType](#_F7CFA7DB_Topic) | Initializes a new instance of the AcknowledgementBodyType class |

## Properties

|  |  |
| --- | --- |
| [AcknowledgeTypeCode](#_68136458_Topic) |  |
| [FromSender](#_CCFA6964_Topic) |  |
| [ToReceiver](#_1A8F6E84_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AcknowledgementBodyType Constructor

Initializes a new instance of the [AcknowledgementBodyType](#_33AD005D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgementBodyType() |

|  |
| --- |
| C++ |
| public: AcknowledgementBodyType() |

|  |
| --- |
| F# |
| new : unit -> AcknowledgementBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AcknowledgementBodyType = function(); |

## See Also

#### Reference

[AcknowledgementBodyType Class](#_33AD005D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AcknowledgementBodyType.AcknowledgeTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AcknowledgementBodyType.AcknowledgeTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgeTypeCodeType AcknowledgeTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AcknowledgeTypeCodeType AcknowledgeTypeCode {  AcknowledgeTypeCodeType get ();  void set (AcknowledgeTypeCodeType value); } |

|  |
| --- |
| F# |
| member AcknowledgeTypeCode : AcknowledgeTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AcknowledgeTypeCode(); function set\_AcknowledgeTypeCode(value); |

#### Property Value

[AcknowledgeTypeCodeType](#_ACD497FF_Topic)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_33AD005D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AcknowledgementBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AcknowledgementBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_33AD005D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AcknowledgementBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AcknowledgementBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_33AD005D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AcknowledgeTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.AcknowledgeTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum AcknowledgeTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class AcknowledgeTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AcknowledgeTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AcknowledgeTypeCodeType = function(); C2SIM.Schema101.AcknowledgeTypeCodeType.createEnum('C2SIM.Schema101.AcknowledgeTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ACKFAIL | 0 |  |
| ACKNOTEXEC | 1 |  |
| ACKNOTRECGNZ | 2 |  |
| ACKNOTUNDSTD | 3 |  |
| ACKRCVD | 4 |  |
| ACKREQDEN | 5 |  |
| ACKREQGRT | 6 |  |
| ACKSUCC | 7 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ActionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActionCodeType = function();  Type.createClass(  'C2SIM.Schema101.ActionCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionCodeType |

## Constructors

|  |  |
| --- | --- |
| [ActionCodeType](#_B2B5F454_Topic) | Initializes a new instance of the ActionCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_49B91D01_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionCodeType Constructor

Initializes a new instance of the [ActionCodeType](#_A371DA1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionCodeType() |

|  |
| --- |
| C++ |
| public: ActionCodeType() |

|  |
| --- |
| F# |
| new : unit -> ActionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActionCodeType = function(); |

## See Also

#### Reference

[ActionCodeType Class](#_A371DA1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActionCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActionCodeType Class](#_A371DA1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionTemporalAssociationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.ActionTemporalAssociationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ActionTemporalAssociationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ActionTemporalAssociationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionTemporalAssociationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActionTemporalAssociationCodeType = function(); C2SIM.Schema101.ActionTemporalAssociationCodeType.createEnum('C2SIM.Schema101.ActionTemporalAssociationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ENDEND | 0 |  |
| ENDENE | 1 |  |
| ENDENL | 2 |  |
| ENDSNE | 3 |  |
| ENDSNL | 4 |  |
| ENDSTR | 5 |  |
| SAEAST | 6 |  |
| SAENDO | 7 |  |
| SASTEA | 8 |  |
| SBEAST | 9 |  |
| SDUREA | 10 |  |
| SDUREB | 11 |  |
| STREND | 12 |  |
| STRENE | 13 |  |
| STRENL | 14 |  |
| STRSNE | 15 |  |
| STRSNL | 16 |  |
| STRSTR | 17 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionTemporalRelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ActionTemporalRelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionTemporalRelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionTemporalRelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionTemporalRelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActionTemporalRelationshipType = function();  Type.createClass(  'C2SIM.Schema101.ActionTemporalRelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionTemporalRelationshipType |

## Constructors

|  |  |
| --- | --- |
| [ActionTemporalRelationshipType](#_7BBB9EB7_Topic) | Initializes a new instance of the ActionTemporalRelationshipType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalAssociationCode](#_2542BD01_Topic) |  |
| [Duration](#_9BADDC11_Topic) |  |
| [TemporalAssociationWithAction](#_3873239B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionTemporalRelationshipType Constructor

Initializes a new instance of the [ActionTemporalRelationshipType](#_91755DB9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType() |

|  |
| --- |
| C++ |
| public: ActionTemporalRelationshipType() |

|  |
| --- |
| F# |
| new : unit -> ActionTemporalRelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActionTemporalRelationshipType = function(); |

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_91755DB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionTemporalRelationshipType.ActionTemporalAssociationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActionTemporalRelationshipType.ActionTemporalAssociationCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalAssociationCodeType ActionTemporalAssociationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ActionTemporalAssociationCodeType ActionTemporalAssociationCode {  ActionTemporalAssociationCodeType get ();  void set (ActionTemporalAssociationCodeType value); } |

|  |
| --- |
| F# |
| member ActionTemporalAssociationCode : ActionTemporalAssociationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalAssociationCode(); function set\_ActionTemporalAssociationCode(value); |

#### Property Value

[ActionTemporalAssociationCodeType](#_7DC6DBE2_Topic)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_91755DB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionTemporalRelationshipType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActionTemporalRelationshipType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_91755DB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionTemporalRelationshipType.TemporalAssociationWithAction Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActionTemporalRelationshipType.TemporalAssociationWithAction"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TemporalAssociationWithAction { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TemporalAssociationWithAction {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TemporalAssociationWithAction : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TemporalAssociationWithAction(); function set\_TemporalAssociationWithAction(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_91755DB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ActionType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActionType = function();  Type.createClass(  'C2SIM.Schema101.ActionType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionType |

## Constructors

|  |  |
| --- | --- |
| [ActionType](#_8664D06B_Topic) | Initializes a new instance of the ActionType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_E7290450_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionType Constructor

Initializes a new instance of the [ActionType](#_C44C73_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionType() |

|  |
| --- |
| C++ |
| public: ActionType() |

|  |
| --- |
| F# |
| new : unit -> ActionType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActionType = function(); |

## See Also

#### Reference

[ActionType Class](#_C44C73_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActionType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActionType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActionType Class](#_C44C73_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ActivityObservationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActivityObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActivityObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActivityObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActivityObservationType = function();  Type.createClass(  'C2SIM.Schema101.ActivityObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActivityObservationType |

## Constructors

|  |  |
| --- | --- |
| [ActivityObservationType](#_3B504524_Topic) | Initializes a new instance of the ActivityObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActionCode](#_30C168F1_Topic) |  |
| [ActorReference](#_2A7792AC_Topic) |  |
| [ConfidenceLevel](#_9479D34F_Topic) |  |
| [ConfidenceLevelSpecified](#_670F6ED9_Topic) |  |
| [UncertaintyInterval](#_4E99D719_Topic) |  |
| [UncertaintyIntervalSpecified](#_1526848D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType Constructor

Initializes a new instance of the [ActivityObservationType](#_E1FC3F5B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActivityObservationType() |

|  |
| --- |
| C++ |
| public: ActivityObservationType() |

|  |
| --- |
| F# |
| new : unit -> ActivityObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActivityObservationType = function(); |

## See Also

#### Reference

[ActivityObservationType Class](#_E1FC3F5B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType.ActionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActivityObservationType.ActionCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionCodeType ActionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ActionCodeType^ ActionCode {  ActionCodeType^ get ();  void set (ActionCodeType^ value); } |

|  |
| --- |
| F# |
| member ActionCode : ActionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionCode(); function set\_ActionCode(value); |

#### Property Value

[ActionCodeType](#_A371DA1_Topic)

## See Also

#### Reference

[ActivityObservationType Class](#_E1FC3F5B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActivityObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ActivityObservationType Class](#_E1FC3F5B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActivityObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ActivityObservationType Class](#_E1FC3F5B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActivityObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ActivityObservationType Class](#_E1FC3F5B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActivityObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ActivityObservationType Class](#_E1FC3F5B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActivityObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActivityObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ActivityObservationType Class](#_E1FC3F5B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActorEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ActorEntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActorEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActorEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActorEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActorEntityType = function();  Type.createClass(  'C2SIM.Schema101.ActorEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActorEntityType |

## Constructors

|  |  |
| --- | --- |
| [ActorEntityType](#_75E591E_Topic) | Initializes a new instance of the ActorEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_5DB94B01_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActorEntityType Constructor

Initializes a new instance of the [ActorEntityType](#_60E49E18_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActorEntityType() |

|  |
| --- |
| C++ |
| public: ActorEntityType() |

|  |
| --- |
| F# |
| new : unit -> ActorEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ActorEntityType = function(); |

## See Also

#### Reference

[ActorEntityType Class](#_60E49E18_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ActorEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ActorEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActorEntityType Class](#_60E49E18_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.AircraftType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AircraftType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AircraftType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AircraftType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AircraftType = function();  Type.createClass(  'C2SIM.Schema101.AircraftType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AircraftType |

## Constructors

|  |  |
| --- | --- |
| [AircraftType](#_12102425_Topic) | Initializes a new instance of the AircraftType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_A6FF39E5_Topic) |  |
| [CurrentTask](#_AFA4EAFC_Topic) |  |
| [EntityDescriptor](#_A04298DA_Topic) |  |
| [EntityType](#_60098072_Topic) |  |
| [Marking](#_A455027C_Topic) |  |
| [Name](#_39456D11_Topic) |  |
| [Resource](#_D232887A_Topic) |  |
| [UUID](#_4C97D317_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType Constructor

Initializes a new instance of the [AircraftType](#_8327682C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AircraftType() |

|  |
| --- |
| C++ |
| public: AircraftType() |

|  |
| --- |
| F# |
| new : unit -> AircraftType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AircraftType = function(); |

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_8BB30571_Topic)

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AircraftType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AircraftType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_8327682C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AllegianceRelationshipCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.AllegianceRelationshipCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum AllegianceRelationshipCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class AllegianceRelationshipCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AllegianceRelationshipCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AllegianceRelationshipCodeType = function(); C2SIM.Schema101.AllegianceRelationshipCodeType.createEnum('C2SIM.Schema101.AllegianceRelationshipCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| FriendlyTo | 0 |  |
| HostileTo | 1 |  |
| NeutralTo | 2 |  |
| UnkownAllegianceTo | 3 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AllegianceRelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.AllegianceRelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AllegianceRelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AllegianceRelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AllegianceRelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AllegianceRelationshipType = function();  Type.createClass(  'C2SIM.Schema101.AllegianceRelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AllegianceRelationshipType |

## Constructors

|  |  |
| --- | --- |
| [AllegianceRelationshipType](#_6D1CC93F_Topic) | Initializes a new instance of the AllegianceRelationshipType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_E4FC09_Topic) |  |
| [AllegianceRelationshipCode](#_D25B72F9_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AllegianceRelationshipType Constructor

Initializes a new instance of the [AllegianceRelationshipType](#_37F9CF17_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipType() |

|  |
| --- |
| C++ |
| public: AllegianceRelationshipType() |

|  |
| --- |
| F# |
| new : unit -> AllegianceRelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.AllegianceRelationshipType = function(); |

## See Also

#### Reference

[AllegianceRelationshipType Class](#_37F9CF17_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AllegianceRelationshipType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AllegianceRelationshipType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AllegianceRelationshipType Class](#_37F9CF17_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# AllegianceRelationshipType.AllegianceRelationshipCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.AllegianceRelationshipType.AllegianceRelationshipCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipCodeType AllegianceRelationshipCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AllegianceRelationshipCodeType AllegianceRelationshipCode {  AllegianceRelationshipCodeType get ();  void set (AllegianceRelationshipCodeType value); } |

|  |
| --- |
| F# |
| member AllegianceRelationshipCode : AllegianceRelationshipCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AllegianceRelationshipCode(); function set\_AllegianceRelationshipCode(value); |

#### Property Value

[AllegianceRelationshipCodeType](#_17554701_Topic)

## See Also

#### Reference

[AllegianceRelationshipType Class](#_37F9CF17_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# APP6SIDCType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.APP6SIDCType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class APP6SIDCType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class APP6SIDCType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type APP6SIDCType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.APP6SIDCType = function();  Type.createClass(  'C2SIM.Schema101.APP6SIDCType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → APP6SIDCType |

## Constructors

|  |  |
| --- | --- |
| [APP6SIDCType](#_D735F2DB_Topic) | Initializes a new instance of the APP6SIDCType class |

## Properties

|  |  |
| --- | --- |
| [SIDCString](#_932D1CA0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# APP6SIDCType Constructor

Initializes a new instance of the [APP6SIDCType](#_253B864B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public APP6SIDCType() |

|  |
| --- |
| C++ |
| public: APP6SIDCType() |

|  |
| --- |
| F# |
| new : unit -> APP6SIDCType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.APP6SIDCType = function(); |

## See Also

#### Reference

[APP6SIDCType Class](#_253B864B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# APP6SIDCType.SIDCString Property

[Missing <summary> documentation for "P:C2SIM.Schema101.APP6SIDCType.SIDCString"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SIDCString { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SIDCString {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SIDCString : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SIDCString(); function set\_SIDCString(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[APP6SIDCType Class](#_253B864B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.BoundaryType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class BoundaryType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class BoundaryType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type BoundaryType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.BoundaryType = function();  Type.createClass(  'C2SIM.Schema101.BoundaryType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → BoundaryType |

## Constructors

|  |  |
| --- | --- |
| [BoundaryType](#_208D5419_Topic) | Initializes a new instance of the BoundaryType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_29FFFEB5_Topic) |  |
| [EntityType](#_965A2E1C_Topic) |  |
| [Marking](#_1506E324_Topic) |  |
| [Name](#_EF1F2185_Topic) |  |
| [Owner](#_69725AD3_Topic) |  |
| [UUID](#_2F1DFC03_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType Constructor

Initializes a new instance of the [BoundaryType](#_35BC1EF2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public BoundaryType() |

|  |
| --- |
| C++ |
| public: BoundaryType() |

|  |
| --- |
| F# |
| new : unit -> BoundaryType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.BoundaryType = function(); |

## See Also

#### Reference

[BoundaryType Class](#_35BC1EF2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.BoundaryType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[BoundaryType Class](#_35BC1EF2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.BoundaryType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[BoundaryType Class](#_35BC1EF2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.BoundaryType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_35BC1EF2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.BoundaryType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_35BC1EF2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema101.BoundaryType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_35BC1EF2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# BoundaryType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.BoundaryType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_35BC1EF2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.C2SIMContentType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.C2SIMContentType = function();  Type.createClass(  'C2SIM.Schema101.C2SIMContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMContentType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMContentType](#_47695C0B_Topic) | Initializes a new instance of the C2SIMContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_A5139B7B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMContentType Constructor

Initializes a new instance of the [C2SIMContentType](#_F355BB1B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMContentType() |

|  |
| --- |
| C++ |
| public: C2SIMContentType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.C2SIMContentType = function(); |

## See Also

#### Reference

[C2SIMContentType Class](#_F355BB1B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[C2SIMContentType Class](#_F355BB1B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.C2SIMHeaderType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMHeaderType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMHeaderType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMHeaderType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.C2SIMHeaderType = function();  Type.createClass(  'C2SIM.Schema101.C2SIMHeaderType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMHeaderType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMHeaderType](#_F9083BAC_Topic) | Initializes a new instance of the C2SIMHeaderType class |

## Properties

|  |  |
| --- | --- |
| [CommunicativeActTypeCode](#_6BEDB978_Topic) |  |
| [ConversationID](#_259E9F62_Topic) |  |
| [FromSendingSystem](#_7211BD7C_Topic) |  |
| [InReplyToMessageID](#_194A4D96_Topic) |  |
| [MessageID](#_9AF3513_Topic) |  |
| [Protocol](#_AF3DFA00_Topic) |  |
| [ProtocolVersion](#_5F311014_Topic) |  |
| [ReplyToSystem](#_5A500827_Topic) |  |
| [SecurityClassificationCode](#_52A4A068_Topic) |  |
| [SecurityClassificationCodeSpecified](#_FA66BBF5_Topic) |  |
| [SendingTime](#_8BB27FAB_Topic) |  |
| [ToReceivingSystem](#_3BB9F52C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType Constructor

Initializes a new instance of the [C2SIMHeaderType](#_BF5232CB_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMHeaderType() |

|  |
| --- |
| C++ |
| public: C2SIMHeaderType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMHeaderType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.C2SIMHeaderType = function(); |

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.CommunicativeActTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.CommunicativeActTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommunicativeActTypeCodeType CommunicativeActTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CommunicativeActTypeCodeType CommunicativeActTypeCode {  CommunicativeActTypeCodeType get ();  void set (CommunicativeActTypeCodeType value); } |

|  |
| --- |
| F# |
| member CommunicativeActTypeCode : CommunicativeActTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicativeActTypeCode(); function set\_CommunicativeActTypeCode(value); |

#### Property Value

[CommunicativeActTypeCodeType](#_EE613D35_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.ConversationID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.ConversationID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ConversationID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ConversationID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ConversationID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConversationID(); function set\_ConversationID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.FromSendingSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.FromSendingSystem"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSendingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSendingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSendingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSendingSystem(); function set\_FromSendingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.InReplyToMessageID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.InReplyToMessageID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string InReplyToMessageID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ InReplyToMessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member InReplyToMessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_InReplyToMessageID(); function set\_InReplyToMessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.MessageID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.MessageID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string MessageID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ MessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member MessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageID(); function set\_MessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.Protocol Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.Protocol"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Protocol {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.ProtocolVersion Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.ProtocolVersion"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ProtocolVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.ReplyToSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.ReplyToSystem"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReplyToSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReplyToSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReplyToSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReplyToSystem(); function set\_ReplyToSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.SecurityClassificationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.SecurityClassificationCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SecurityClassificationCodeType SecurityClassificationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property SecurityClassificationCodeType SecurityClassificationCode {  SecurityClassificationCodeType get ();  void set (SecurityClassificationCodeType value); } |

|  |
| --- |
| F# |
| member SecurityClassificationCode : SecurityClassificationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCode(); function set\_SecurityClassificationCode(value); |

#### Property Value

[SecurityClassificationCodeType](#_8A9CA513_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.SecurityClassificationCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.SecurityClassificationCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SecurityClassificationCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SecurityClassificationCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SecurityClassificationCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCodeSpecified(); function set\_SecurityClassificationCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.SendingTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.SendingTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType SendingTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ SendingTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member SendingTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SendingTime(); function set\_SendingTime(value); |

#### Property Value

[DateTimeType](#_E1717A8D_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMHeaderType.ToReceivingSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMHeaderType.ToReceivingSystem"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceivingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceivingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceivingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceivingSystem(); function set\_ToReceivingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_BF5232CB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMInitializationBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.C2SIMInitializationBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMInitializationBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMInitializationBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMInitializationBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.C2SIMInitializationBodyType = function();  Type.createClass(  'C2SIM.Schema101.C2SIMInitializationBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMInitializationBodyType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMInitializationBodyType](#_2E41A4C7_Topic) | Initializes a new instance of the C2SIMInitializationBodyType class |

## Properties

|  |  |
| --- | --- |
| [InitializationDataFile](#_95424CC5_Topic) |  |
| [ObjectDefinitions](#_B8480D73_Topic) |  |
| [ScenarioSetting](#_44564FDA_Topic) |  |
| [SystemEntityList](#_9A9408B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMInitializationBodyType Constructor

Initializes a new instance of the [C2SIMInitializationBodyType](#_CDD7F0A1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMInitializationBodyType() |

|  |
| --- |
| C++ |
| public: C2SIMInitializationBodyType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMInitializationBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.C2SIMInitializationBodyType = function(); |

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_CDD7F0A1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMInitializationBodyType.InitializationDataFile Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMInitializationBodyType.InitializationDataFile"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType[] InitializationDataFile { get; set; } |

|  |
| --- |
| C++ |
| public: property array<InitializationDataFileType^>^ InitializationDataFile {  array<InitializationDataFileType^>^ get ();  void set (array<InitializationDataFileType^>^ value); } |

|  |
| --- |
| F# |
| member InitializationDataFile : InitializationDataFileType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_InitializationDataFile(); function set\_InitializationDataFile(value); |

#### Property Value

[InitializationDataFileType](#_1865CA2C_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_CDD7F0A1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMInitializationBodyType.ObjectDefinitions Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMInitializationBodyType.ObjectDefinitions"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType[] ObjectDefinitions { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ObjectDefinitionsType^>^ ObjectDefinitions {  array<ObjectDefinitionsType^>^ get ();  void set (array<ObjectDefinitionsType^>^ value); } |

|  |
| --- |
| F# |
| member ObjectDefinitions : ObjectDefinitionsType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ObjectDefinitions(); function set\_ObjectDefinitions(value); |

#### Property Value

[ObjectDefinitionsType](#_751AC455_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_CDD7F0A1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMInitializationBodyType.ScenarioSetting Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMInitializationBodyType.ScenarioSetting"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType ScenarioSetting { get; set; } |

|  |
| --- |
| C++ |
| public: property ScenarioSettingType^ ScenarioSetting {  ScenarioSettingType^ get ();  void set (ScenarioSettingType^ value); } |

|  |
| --- |
| F# |
| member ScenarioSetting : ScenarioSettingType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ScenarioSetting(); function set\_ScenarioSetting(value); |

#### Property Value

[ScenarioSettingType](#_F20641FF_Topic)

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_CDD7F0A1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIMInitializationBodyType.SystemEntityList Property

[Missing <summary> documentation for "P:C2SIM.Schema101.C2SIMInitializationBodyType.SystemEntityList"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType[] SystemEntityList { get; set; } |

|  |
| --- |
| C++ |
| public: property array<SystemEntityListType^>^ SystemEntityList {  array<SystemEntityListType^>^ get ();  void set (array<SystemEntityListType^>^ value); } |

|  |
| --- |
| F# |
| member SystemEntityList : SystemEntityListType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemEntityList(); function set\_SystemEntityList(value); |

#### Property Value

[SystemEntityListType](#_D2092254_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_CDD7F0A1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CartesianOffsetType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.CartesianOffsetType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CartesianOffsetType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CartesianOffsetType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CartesianOffsetType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CartesianOffsetType = function();  Type.createClass(  'C2SIM.Schema101.CartesianOffsetType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CartesianOffsetType |

## Constructors

|  |  |
| --- | --- |
| [CartesianOffsetType](#_73F2BC9D_Topic) | Initializes a new instance of the CartesianOffsetType class |

## Properties

|  |  |
| --- | --- |
| [East](#_68E12FE8_Topic) |  |
| [North](#_951A0FA0_Topic) |  |
| [Up](#_22BB8D0C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CartesianOffsetType Constructor

Initializes a new instance of the [CartesianOffsetType](#_9A0D973D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CartesianOffsetType() |

|  |
| --- |
| C++ |
| public: CartesianOffsetType() |

|  |
| --- |
| F# |
| new : unit -> CartesianOffsetType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CartesianOffsetType = function(); |

## See Also

#### Reference

[CartesianOffsetType Class](#_9A0D973D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CartesianOffsetType.East Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CartesianOffsetType.East"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double East { get; set; } |

|  |
| --- |
| C++ |
| public: property double East {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member East : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_East(); function set\_East(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_9A0D973D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CartesianOffsetType.North Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CartesianOffsetType.North"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double North { get; set; } |

|  |
| --- |
| C++ |
| public: property double North {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member North : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_North(); function set\_North(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_9A0D973D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CartesianOffsetType.Up Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CartesianOffsetType.Up"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Up { get; set; } |

|  |
| --- |
| C++ |
| public: property double Up {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Up : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Up(); function set\_Up(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_9A0D973D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.CodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CodeType = function();  Type.createClass(  'C2SIM.Schema101.CodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CodeType |

## Constructors

|  |  |
| --- | --- |
| [CodeType](#_CACC4C15_Topic) | Initializes a new instance of the CodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_F940252C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CodeType Constructor

Initializes a new instance of the [CodeType](#_C605BE72_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CodeType() |

|  |
| --- |
| C++ |
| public: CodeType() |

|  |
| --- |
| F# |
| new : unit -> CodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CodeType = function(); |

## See Also

#### Reference

[CodeType Class](#_C605BE72_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[CodeType Class](#_C605BE72_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CollectiveEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.CollectiveEntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CollectiveEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CollectiveEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CollectiveEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CollectiveEntityType = function();  Type.createClass(  'C2SIM.Schema101.CollectiveEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CollectiveEntityType |

## Constructors

|  |  |
| --- | --- |
| [CollectiveEntityType](#_7FC843A_Topic) | Initializes a new instance of the CollectiveEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_17E17DA8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CollectiveEntityType Constructor

Initializes a new instance of the [CollectiveEntityType](#_4A58E780_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CollectiveEntityType() |

|  |
| --- |
| C++ |
| public: CollectiveEntityType() |

|  |
| --- |
| F# |
| new : unit -> CollectiveEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CollectiveEntityType = function(); |

## See Also

#### Reference

[CollectiveEntityType Class](#_4A58E780_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CollectiveEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CollectiveEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[CollectiveEntityType Class](#_4A58E780_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommandRelationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.CommandRelationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CommandRelationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CommandRelationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommandRelationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CommandRelationCodeType = function(); C2SIM.Schema101.CommandRelationCodeType.createEnum('C2SIM.Schema101.CommandRelationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ADMCON | 0 |  |
| ALTFOR | 1 |  |
| ASGND | 2 |  |
| ATPRCL | 3 |  |
| ATTACH | 4 |  |
| CASP1 | 5 |  |
| CASP2 | 6 |  |
| CASP3 | 7 |  |
| CASP4 | 8 |  |
| CLSSUP | 9 |  |
| COAUTH | 10 |  |
| COMD | 11 |  |
| DETACH | 12 |  |
| DIRSUP | 13 |  |
| FORCE | 14 |  |
| GENSRI | 15 |  |
| GENSUP | 16 |  |
| HSCPTD | 17 |  |
| HSNSPT | 18 |  |
| ISCPER | 19 |  |
| LOGCON | 20 |  |
| MUTSUP | 21 |  |
| ONCALL | 22 |  |
| OPCOMD | 23 |  |
| OPCON | 24 |  |
| ORGANC | 25 |  |
| REINFC | 26 |  |
| RESERV | 27 |  |
| ROLE | 28 |  |
| SAME | 29 |  |
| SPTAMM | 30 |  |
| SPTENG | 31 |  |
| SPTMED | 32 |  |
| SPTMVT | 33 |  |
| SPTPAR | 34 |  |
| SPTPOL | 35 |  |
| SPTPST | 36 |  |
| SPTRAT | 37 |  |
| SPTRRE | 38 |  |
| SPTSPL | 39 |  |
| SPTTRN | 40 |  |
| TACCNT | 41 |  |
| TACCOM | 42 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommandRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.CommandRelationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CommandRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CommandRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommandRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CommandRelationType = function();  Type.createClass(  'C2SIM.Schema101.CommandRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CommandRelationType |

## Constructors

|  |  |
| --- | --- |
| [CommandRelationType](#_B1E696B2_Topic) | Initializes a new instance of the CommandRelationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_801136F_Topic) |  |
| [CommandRelationCode](#_108D8D5A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommandRelationType Constructor

Initializes a new instance of the [CommandRelationType](#_5FA02D8E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationType() |

|  |
| --- |
| C++ |
| public: CommandRelationType() |

|  |
| --- |
| F# |
| new : unit -> CommandRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CommandRelationType = function(); |

## See Also

#### Reference

[CommandRelationType Class](#_5FA02D8E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommandRelationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CommandRelationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CommandRelationType Class](#_5FA02D8E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommandRelationType.CommandRelationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CommandRelationType.CommandRelationCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationCodeType CommandRelationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CommandRelationCodeType CommandRelationCode {  CommandRelationCodeType get ();  void set (CommandRelationCodeType value); } |

|  |
| --- |
| F# |
| member CommandRelationCode : CommandRelationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommandRelationCode(); function set\_CommandRelationCode(value); |

#### Property Value

[CommandRelationCodeType](#_E7460826_Topic)

## See Also

#### Reference

[CommandRelationType Class](#_5FA02D8E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommunicationNetworkType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.CommunicationNetworkType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CommunicationNetworkType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CommunicationNetworkType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommunicationNetworkType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CommunicationNetworkType = function();  Type.createClass(  'C2SIM.Schema101.CommunicationNetworkType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CommunicationNetworkType |

## Constructors

|  |  |
| --- | --- |
| [CommunicationNetworkType](#_2740592B_Topic) | Initializes a new instance of the CommunicationNetworkType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_87D78267_Topic) |  |
| [UUID](#_559893C2_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommunicationNetworkType Constructor

Initializes a new instance of the [CommunicationNetworkType](#_5E40DEA0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommunicationNetworkType() |

|  |
| --- |
| C++ |
| public: CommunicationNetworkType() |

|  |
| --- |
| F# |
| new : unit -> CommunicationNetworkType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CommunicationNetworkType = function(); |

## See Also

#### Reference

[CommunicationNetworkType Class](#_5E40DEA0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommunicationNetworkType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CommunicationNetworkType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[CommunicationNetworkType Class](#_5E40DEA0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommunicationNetworkType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CommunicationNetworkType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CommunicationNetworkType Class](#_5E40DEA0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CommunicativeActTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.CommunicativeActTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CommunicativeActTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CommunicativeActTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommunicativeActTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CommunicativeActTypeCodeType = function(); C2SIM.Schema101.CommunicativeActTypeCodeType.createEnum('C2SIM.Schema101.CommunicativeActTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| Accept | 0 |  |
| Agree | 1 |  |
| Confirm | 2 |  |
| Inform | 3 |  |
| Propose | 4 |  |
| Refuse | 5 |  |
| Request | 6 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CountryCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.CountryCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CountryCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CountryCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CountryCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CountryCodeType = function(); C2SIM.Schema101.CountryCodeType.createEnum('C2SIM.Schema101.CountryCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ABW | 0 |  |
| AFG | 1 |  |
| AGO | 2 |  |
| AIA | 3 |  |
| ALA | 4 |  |
| ALB | 5 |  |
| AND | 6 |  |
| ANT | 7 |  |
| ARE | 8 |  |
| ARG | 9 |  |
| ARM | 10 |  |
| ASM | 11 |  |
| ATA | 12 |  |
| ATF | 13 |  |
| ATG | 14 |  |
| AUS | 15 |  |
| AUT | 16 |  |
| AZE | 17 |  |
| BDI | 18 |  |
| BEL | 19 |  |
| BEN | 20 |  |
| BFA | 21 |  |
| BGD | 22 |  |
| BGR | 23 |  |
| BHR | 24 |  |
| BHS | 25 |  |
| BIH | 26 |  |
| BLR | 27 |  |
| BLZ | 28 |  |
| BMU | 29 |  |
| BOL | 30 |  |
| BRA | 31 |  |
| BRB | 32 |  |
| BRN | 33 |  |
| BTN | 34 |  |
| BVT | 35 |  |
| BWA | 36 |  |
| CAF | 37 |  |
| CAN | 38 |  |
| CCK | 39 |  |
| CHE | 40 |  |
| CHL | 41 |  |
| CHN | 42 |  |
| CIV | 43 |  |
| CMR | 44 |  |
| COD | 45 |  |
| COG | 46 |  |
| COK | 47 |  |
| COL | 48 |  |
| COM | 49 |  |
| CPV | 50 |  |
| CRI | 51 |  |
| CSHH | 52 |  |
| CSXX | 53 |  |
| CUB | 54 |  |
| CXR | 55 |  |
| CYM | 56 |  |
| CYP | 57 |  |
| CZE | 58 |  |
| DDDE | 59 |  |
| DEU | 60 |  |
| DJI | 61 |  |
| DMA | 62 |  |
| DNK | 63 |  |
| DOM | 64 |  |
| DZA | 65 |  |
| ECU | 66 |  |
| EGY | 67 |  |
| ERI | 68 |  |
| ESH | 69 |  |
| ESP | 70 |  |
| EST | 71 |  |
| ETH | 72 |  |
| FIN | 73 |  |
| FJI | 74 |  |
| FLK | 75 |  |
| FRA | 76 |  |
| FRO | 77 |  |
| FSM | 78 |  |
| FXFR | 79 |  |
| GAB | 80 |  |
| GBR | 81 |  |
| GEO | 82 |  |
| GGY | 83 |  |
| GHA | 84 |  |
| GIB | 85 |  |
| GIN | 86 |  |
| GLP | 87 |  |
| GMB | 88 |  |
| GNB | 89 |  |
| GNQ | 90 |  |
| GRC | 91 |  |
| GRD | 92 |  |
| GRL | 93 |  |
| GTM | 94 |  |
| GUF | 95 |  |
| GUM | 96 |  |
| GUY | 97 |  |
| HKG | 98 |  |
| HMD | 99 |  |
| HND | 100 |  |
| HRV | 101 |  |
| HTI | 102 |  |
| HUN | 103 |  |
| IDN | 104 |  |
| IMN | 105 |  |
| IND | 106 |  |
| IOT | 107 |  |
| IRL | 108 |  |
| IRN | 109 |  |
| IRQ | 110 |  |
| ISL | 111 |  |
| ISR | 112 |  |
| ITA | 113 |  |
| JAM | 114 |  |
| JEY | 115 |  |
| JOR | 116 |  |
| JPN | 117 |  |
| KAZ | 118 |  |
| KEN | 119 |  |
| KGZ | 120 |  |
| KHM | 121 |  |
| KIR | 122 |  |
| KNA | 123 |  |
| KOR | 124 |  |
| KWT | 125 |  |
| LAO | 126 |  |
| LBN | 127 |  |
| LBR | 128 |  |
| LBY | 129 |  |
| LCA | 130 |  |
| LIE | 131 |  |
| LKA | 132 |  |
| LSO | 133 |  |
| LTU | 134 |  |
| LUX | 135 |  |
| LVA | 136 |  |
| MAC | 137 |  |
| MAR | 138 |  |
| MCO | 139 |  |
| MDA | 140 |  |
| MDG | 141 |  |
| MDV | 142 |  |
| MEX | 143 |  |
| MHL | 144 |  |
| MKD | 145 |  |
| MLI | 146 |  |
| MLT | 147 |  |
| MMR | 148 |  |
| MNE | 149 |  |
| MNG | 150 |  |
| MNP | 151 |  |
| MOZ | 152 |  |
| MRT | 153 |  |
| MSR | 154 |  |
| MTQ | 155 |  |
| MUS | 156 |  |
| MWI | 157 |  |
| MYS | 158 |  |
| MYT | 159 |  |
| NAM | 160 |  |
| NCL | 161 |  |
| NER | 162 |  |
| NFK | 163 |  |
| NGA | 164 |  |
| NIC | 165 |  |
| NIU | 166 |  |
| NLD | 167 |  |
| NOR | 168 |  |
| NOS | 169 |  |
| NPL | 170 |  |
| NRU | 171 |  |
| NZL | 172 |  |
| OMN | 173 |  |
| PAK | 174 |  |
| PAN | 175 |  |
| PCN | 176 |  |
| PER | 177 |  |
| PHL | 178 |  |
| PLW | 179 |  |
| PNG | 180 |  |
| POL | 181 |  |
| PRI | 182 |  |
| PRK | 183 |  |
| PRT | 184 |  |
| PRY | 185 |  |
| PSE | 186 |  |
| PYF | 187 |  |
| QAT | 188 |  |
| REU | 189 |  |
| ROU | 190 |  |
| RUS | 191 |  |
| RWA | 192 |  |
| SAU | 193 |  |
| SDN | 194 |  |
| SEN | 195 |  |
| SGP | 196 |  |
| SGS | 197 |  |
| SHN | 198 |  |
| SJM | 199 |  |
| SLB | 200 |  |
| SLE | 201 |  |
| SLV | 202 |  |
| SMR | 203 |  |
| SOM | 204 |  |
| SPM | 205 |  |
| SRB | 206 |  |
| STP | 207 |  |
| SUHH | 208 |  |
| SUR | 209 |  |
| SVK | 210 |  |
| SVN | 211 |  |
| SWE | 212 |  |
| SWZ | 213 |  |
| SYC | 214 |  |
| SYR | 215 |  |
| TCA | 216 |  |
| TCD | 217 |  |
| TGO | 218 |  |
| THA | 219 |  |
| TJK | 220 |  |
| TKL | 221 |  |
| TKM | 222 |  |
| TLS | 223 |  |
| TON | 224 |  |
| TTO | 225 |  |
| TUN | 226 |  |
| TUR | 227 |  |
| TUV | 228 |  |
| TWN | 229 |  |
| TZA | 230 |  |
| UGA | 231 |  |
| UKR | 232 |  |
| UMI | 233 |  |
| URY | 234 |  |
| USA | 235 |  |
| UZB | 236 |  |
| VAT | 237 |  |
| VCT | 238 |  |
| VEN | 239 |  |
| VGB | 240 |  |
| VIR | 241 |  |
| VNM | 242 |  |
| VUT | 243 |  |
| WLF | 244 |  |
| WSM | 245 |  |
| YEM | 246 |  |
| YUCS | 247 |  |
| ZAF | 248 |  |
| ZMB | 249 |  |
| ZWE | 250 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CulturalFeatureType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.CulturalFeatureType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CulturalFeatureType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CulturalFeatureType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CulturalFeatureType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CulturalFeatureType = function();  Type.createClass(  'C2SIM.Schema101.CulturalFeatureType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CulturalFeatureType |

## Constructors

|  |  |
| --- | --- |
| [CulturalFeatureType](#_C4D82AAA_Topic) | Initializes a new instance of the CulturalFeatureType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_FC3415_Topic) |  |
| [EntityType](#_3EECB626_Topic) |  |
| [Marking](#_B36F36A7_Topic) |  |
| [Name](#_134129E5_Topic) |  |
| [UUID](#_438D71EA_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CulturalFeatureType Constructor

Initializes a new instance of the [CulturalFeatureType](#_BFB6EA2A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CulturalFeatureType() |

|  |
| --- |
| C++ |
| public: CulturalFeatureType() |

|  |
| --- |
| F# |
| new : unit -> CulturalFeatureType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.CulturalFeatureType = function(); |

## See Also

#### Reference

[CulturalFeatureType Class](#_BFB6EA2A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CulturalFeatureType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CulturalFeatureType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[CulturalFeatureType Class](#_BFB6EA2A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CulturalFeatureType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CulturalFeatureType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[CulturalFeatureType Class](#_BFB6EA2A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CulturalFeatureType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CulturalFeatureType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_BFB6EA2A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CulturalFeatureType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CulturalFeatureType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_BFB6EA2A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# CulturalFeatureType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.CulturalFeatureType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_BFB6EA2A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DateTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.DateTimeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DateTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DateTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DateTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DateTimeType = function();  Type.createClass(  'C2SIM.Schema101.DateTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DateTimeType |

## Constructors

|  |  |
| --- | --- |
| [DateTimeType](#_11206D4_Topic) | Initializes a new instance of the DateTimeType class |

## Properties

|  |  |
| --- | --- |
| [IsoDateTime](#_8AE9C85_Topic) |  |
| [Name](#_8DFDCDD8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DateTimeType Constructor

Initializes a new instance of the [DateTimeType](#_E1717A8D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType() |

|  |
| --- |
| C++ |
| public: DateTimeType() |

|  |
| --- |
| F# |
| new : unit -> DateTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DateTimeType = function(); |

## See Also

#### Reference

[DateTimeType Class](#_E1717A8D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DateTimeType.IsoDateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DateTimeType.IsoDateTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IsoDateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IsoDateTime {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IsoDateTime : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IsoDateTime(); function set\_IsoDateTime(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DateTimeType Class](#_E1717A8D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DateTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DateTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DateTimeType Class](#_E1717A8D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DesiredEffectCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.DesiredEffectCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum DesiredEffectCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class DesiredEffectCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DesiredEffectCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DesiredEffectCodeType = function(); C2SIM.Schema101.DesiredEffectCodeType.createEnum('C2SIM.Schema101.DesiredEffectCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| TaskSuccess | 0 |  |
| BURN | 1 |  |
| CAPTRD | 2 |  |
| CONS | 3 |  |
| DSTRYK | 4 |  |
| FKIL | 5 |  |
| FLIG | 6 |  |
| IDNT | 7 |  |
| ILLUMN | 8 |  |
| INTREC | 9 |  |
| KILL | 10 |  |
| LDAM | 11 |  |
| LGTRST | 12 |  |
| LOST | 13 |  |
| MKIL | 14 |  |
| MODDAM | 15 |  |
| NBCAS | 16 |  |
| NKN | 17 |  |
| NORSTN | 18 |  |
| NOS | 19 |  |
| NUTRLD | 20 |  |
| SDAM | 21 |  |
| SUPRSD | 22 |  |
| VLNRST | 23 |  |
| VRBPRT | 24 |  |
| WNDD | 25 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.DISEntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DISEntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DISEntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DISEntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DISEntityTypeType = function();  Type.createClass(  'C2SIM.Schema101.DISEntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DISEntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [DISEntityTypeType](#_9CBB8BDF_Topic) | Initializes a new instance of the DISEntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [DISCategory](#_BA5C5E93_Topic) |  |
| [DISCountry](#_6F6EF1F5_Topic) |  |
| [DISDomain](#_4D42AD5C_Topic) |  |
| [DISExtra](#_33567945_Topic) |  |
| [DISKind](#_FBC983E6_Topic) |  |
| [DISSpecific](#_F9CD3C67_Topic) |  |
| [DISSubCategory](#_962AF3CF_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType Constructor

Initializes a new instance of the [DISEntityTypeType](#_78247511_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DISEntityTypeType() |

|  |
| --- |
| C++ |
| public: DISEntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> DISEntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DISEntityTypeType = function(); |

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType.DISCategory Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DISEntityTypeType.DISCategory"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISCategory { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISCategory {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISCategory : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISCategory(); function set\_DISCategory(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType.DISCountry Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DISEntityTypeType.DISCountry"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string DISCountry { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ DISCountry {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member DISCountry : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISCountry(); function set\_DISCountry(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType.DISDomain Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DISEntityTypeType.DISDomain"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISDomain { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISDomain {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISDomain : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISDomain(); function set\_DISDomain(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType.DISExtra Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DISEntityTypeType.DISExtra"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISExtra { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISExtra {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISExtra : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISExtra(); function set\_DISExtra(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType.DISKind Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DISEntityTypeType.DISKind"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISKind { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISKind {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISKind : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISKind(); function set\_DISKind(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType.DISSpecific Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DISEntityTypeType.DISSpecific"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISSpecific { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISSpecific {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISSpecific : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISSpecific(); function set\_DISSpecific(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DISEntityTypeType.DISSubCategory Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DISEntityTypeType.DISSubCategory"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISSubCategory { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISSubCategory {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISSubCategory : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISSubCategory(); function set\_DISSubCategory(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_78247511_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DomainMessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.DomainMessageBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DomainMessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DomainMessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DomainMessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DomainMessageBodyType = function();  Type.createClass(  'C2SIM.Schema101.DomainMessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DomainMessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [DomainMessageBodyType](#_E27F4D7E_Topic) | Initializes a new instance of the DomainMessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_9249A237_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DomainMessageBodyType Constructor

Initializes a new instance of the [DomainMessageBodyType](#_BE48D87B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DomainMessageBodyType() |

|  |
| --- |
| C++ |
| public: DomainMessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> DomainMessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DomainMessageBodyType = function(); |

## See Also

#### Reference

[DomainMessageBodyType Class](#_BE48D87B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DomainMessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DomainMessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[DomainMessageBodyType Class](#_BE48D87B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DurationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.DurationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DurationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DurationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DurationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DurationType = function();  Type.createClass(  'C2SIM.Schema101.DurationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DurationType |

## Constructors

|  |  |
| --- | --- |
| [DurationType](#_D7FBACBB_Topic) | Initializes a new instance of the DurationType class |

## Properties

|  |  |
| --- | --- |
| [IsoTimeDuration](#_F49DC235_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DurationType Constructor

Initializes a new instance of the [DurationType](#_8A42351B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType() |

|  |
| --- |
| C++ |
| public: DurationType() |

|  |
| --- |
| F# |
| new : unit -> DurationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.DurationType = function(); |

## See Also

#### Reference

[DurationType Class](#_8A42351B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# DurationType.IsoTimeDuration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.DurationType.IsoTimeDuration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IsoTimeDuration { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IsoTimeDuration {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IsoTimeDuration : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IsoTimeDuration(); function set\_IsoTimeDuration(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DurationType Class](#_8A42351B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EchelonCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.EchelonCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EchelonCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EchelonCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EchelonCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EchelonCodeType = function(); C2SIM.Schema101.EchelonCodeType.createEnum('C2SIM.Schema101.EchelonCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AG | 0 |  |
| ARMY | 1 |  |
| BATGRP | 2 |  |
| BDE | 3 |  |
| BDEGRP | 4 |  |
| BN | 5 |  |
| BNG | 6 |  |
| CORPS | 7 |  |
| COY | 8 |  |
| COYG | 9 |  |
| DIV | 10 |  |
| FLEET | 11 |  |
| FLIGHT | 12 |  |
| NKN | 13 |  |
| NOS | 14 |  |
| NTF | 15 |  |
| NTG | 16 |  |
| NTU | 17 |  |
| PLT | 18 |  |
| REGION | 19 |  |
| RGT | 20 |  |
| SECT | 21 |  |
| SQDRNA | 22 |  |
| SQDRNM | 23 |  |
| SQUAD | 24 |  |
| TEAM | 25 |  |
| TSKELN | 26 |  |
| WING | 27 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityDescriptorType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EntityDescriptorType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityDescriptorType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityDescriptorType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityDescriptorType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityDescriptorType = function();  Type.createClass(  'C2SIM.Schema101.EntityDescriptorType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityDescriptorType |

## Constructors

|  |  |
| --- | --- |
| [EntityDescriptorType](#_D0AAC18A_Topic) | Initializes a new instance of the EntityDescriptorType class |

## Properties

|  |  |
| --- | --- |
| [AffiliatedWith](#_49756D5C_Topic) |  |
| [AllegianceRelationship](#_9B1BD760_Topic) |  |
| [CommunicationsNetwork](#_6C2BFF9E_Topic) |  |
| [Side](#_F6DE3C5B_Topic) |  |
| [Superior](#_864A6164_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityDescriptorType Constructor

Initializes a new instance of the [EntityDescriptorType](#_8BB30571_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType() |

|  |
| --- |
| C++ |
| public: EntityDescriptorType() |

|  |
| --- |
| F# |
| new : unit -> EntityDescriptorType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityDescriptorType = function(); |

## See Also

#### Reference

[EntityDescriptorType Class](#_8BB30571_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityDescriptorType.AffiliatedWith Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityDescriptorType.AffiliatedWith"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] AffiliatedWith { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ AffiliatedWith {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member AffiliatedWith : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AffiliatedWith(); function set\_AffiliatedWith(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_8BB30571_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityDescriptorType.AllegianceRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityDescriptorType.AllegianceRelationship"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipType[] AllegianceRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<AllegianceRelationshipType^>^ AllegianceRelationship {  array<AllegianceRelationshipType^>^ get ();  void set (array<AllegianceRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member AllegianceRelationship : AllegianceRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AllegianceRelationship(); function set\_AllegianceRelationship(value); |

#### Property Value

[AllegianceRelationshipType](#_37F9CF17_Topic)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_8BB30571_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityDescriptorType.CommunicationsNetwork Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityDescriptorType.CommunicationsNetwork"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CommunicationsNetwork { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CommunicationsNetwork {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CommunicationsNetwork : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicationsNetwork(); function set\_CommunicationsNetwork(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_8BB30571_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityDescriptorType.Side Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityDescriptorType.Side"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Side { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Side {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Side : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Side(); function set\_Side(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EntityDescriptorType Class](#_8BB30571_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityDescriptorType.Superior Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityDescriptorType.Superior"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Superior { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Superior {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Superior : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Superior(); function set\_Superior(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EntityDescriptorType Class](#_8BB30571_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityHealthStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EntityHealthStatusType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityHealthStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityHealthStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityHealthStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityHealthStatusType = function();  Type.createClass(  'C2SIM.Schema101.EntityHealthStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityHealthStatusType |

## Constructors

|  |  |
| --- | --- |
| [EntityHealthStatusType](#_A21B8A3D_Topic) | Initializes a new instance of the EntityHealthStatusType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_327F3427_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityHealthStatusType Constructor

Initializes a new instance of the [EntityHealthStatusType](#_D00A8A64_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType() |

|  |
| --- |
| C++ |
| public: EntityHealthStatusType() |

|  |
| --- |
| F# |
| new : unit -> EntityHealthStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityHealthStatusType = function(); |

## See Also

#### Reference

[EntityHealthStatusType Class](#_D00A8A64_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityHealthStatusType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityHealthStatusType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityHealthStatusType Class](#_D00A8A64_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityStateType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EntityStateType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityStateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityStateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityStateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityStateType = function();  Type.createClass(  'C2SIM.Schema101.EntityStateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityStateType |

## Constructors

|  |  |
| --- | --- |
| [EntityStateType](#_B469BCC2_Topic) | Initializes a new instance of the EntityStateType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_DF6A2413_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityStateType Constructor

Initializes a new instance of the [EntityStateType](#_98B7E94A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType() |

|  |
| --- |
| C++ |
| public: EntityStateType() |

|  |
| --- |
| F# |
| new : unit -> EntityStateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityStateType = function(); |

## See Also

#### Reference

[EntityStateType Class](#_98B7E94A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityStateType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityStateType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalStateType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property PhysicalStateType^ Item {  PhysicalStateType^ get ();  void set (PhysicalStateType^ value); } |

|  |
| --- |
| F# |
| member Item : PhysicalStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[PhysicalStateType](#_35BE4693_Topic)

## See Also

#### Reference

[EntityStateType Class](#_98B7E94A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityType = function();  Type.createClass(  'C2SIM.Schema101.EntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityType |

## Constructors

|  |  |
| --- | --- |
| [EntityType](#_87E978B9_Topic) | Initializes a new instance of the EntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_B06AFDCE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityType Constructor

Initializes a new instance of the [EntityType](#_2BD28093_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType() |

|  |
| --- |
| C++ |
| public: EntityType() |

|  |
| --- |
| F# |
| new : unit -> EntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityType = function(); |

## See Also

#### Reference

[EntityType Class](#_2BD28093_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityType Class](#_2BD28093_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityTypeType = function();  Type.createClass(  'C2SIM.Schema101.EntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [EntityTypeType](#_595F1CB3_Topic) | Initializes a new instance of the EntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_2BF6EBB6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityTypeType Constructor

Initializes a new instance of the [EntityTypeType](#_E45A0177_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType() |

|  |
| --- |
| C++ |
| public: EntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> EntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EntityTypeType = function(); |

## See Also

#### Reference

[EntityTypeType Class](#_E45A0177_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EntityTypeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EntityTypeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityTypeType Class](#_E45A0177_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EnvironmentalObjectType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EnvironmentalObjectType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EnvironmentalObjectType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EnvironmentalObjectType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EnvironmentalObjectType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EnvironmentalObjectType = function();  Type.createClass(  'C2SIM.Schema101.EnvironmentalObjectType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EnvironmentalObjectType |

## Constructors

|  |  |
| --- | --- |
| [EnvironmentalObjectType](#_C87D48F7_Topic) | Initializes a new instance of the EnvironmentalObjectType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_7D7839E0_Topic) |  |
| [EntityType](#_3C3287D5_Topic) |  |
| [Marking](#_604FB988_Topic) |  |
| [Name](#_67A7D13D_Topic) |  |
| [UUID](#_6628CCEE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EnvironmentalObjectType Constructor

Initializes a new instance of the [EnvironmentalObjectType](#_4C67132C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EnvironmentalObjectType() |

|  |
| --- |
| C++ |
| public: EnvironmentalObjectType() |

|  |
| --- |
| F# |
| new : unit -> EnvironmentalObjectType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EnvironmentalObjectType = function(); |

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4C67132C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EnvironmentalObjectType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EnvironmentalObjectType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4C67132C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EnvironmentalObjectType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EnvironmentalObjectType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4C67132C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EnvironmentalObjectType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EnvironmentalObjectType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4C67132C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EnvironmentalObjectType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EnvironmentalObjectType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4C67132C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EnvironmentalObjectType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EnvironmentalObjectType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_4C67132C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EthnicGroupCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.EthnicGroupCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EthnicGroupCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EthnicGroupCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EthnicGroupCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EthnicGroupCodeType = function(); C2SIM.Schema101.EthnicGroupCodeType.createEnum('C2SIM.Schema101.EthnicGroupCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ABKHAZ | 0 |  |
| ABORGN | 1 |  |
| ADMISL | 2 |  |
| AFAR | 3 |  |
| AFGHAN | 4 |  |
| AFRADJ | 5 |  |
| AFRAMR | 6 |  |
| AFRBAL | 7 |  |
| AFRBAR | 8 |  |
| AFRBAS | 9 |  |
| AFRBEL | 10 |  |
| AFRBUR | 11 |  |
| AFRFON | 12 |  |
| AFRFUL | 13 |  |
| AFRGBA | 14 |  |
| AFRGIO | 15 |  |
| AFRGOL | 16 |  |
| AFRGRE | 17 |  |
| AFRJOL | 18 |  |
| AFRKIS | 19 |  |
| AFRKPE | 20 |  |
| AFRKRA | 21 |  |
| AFRKRU | 22 |  |
| AFRLOM | 23 |  |
| AFRMAN | 24 |  |
| AFRMEN | 25 |  |
| AFRMND | 26 |  |
| AFRMNJ | 27 |  |
| AFRMNO | 28 |  |
| AFRNDE | 29 |  |
| AFRNFD | 30 |  |
| AFROAR | 31 |  |
| AFROAS | 32 |  |
| AFROCH | 33 |  |
| AFROEA | 34 |  |
| AFROEU | 35 |  |
| AFRPAP | 36 |  |
| AFRSER | 37 |  |
| AFRSHO | 38 |  |
| AFRTEM | 39 |  |
| AFRVAI | 40 |  |
| AFRWOL | 41 |  |
| AFRYOR | 42 |  |
| AGNI | 43 |  |
| AITISL | 44 |  |
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| ALEMAN | 47 |  |
| ALGRAN | 48 |  |
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| AMERIN | 50 |  |
| AMERUS | 51 |  |
| AMHARA | 52 |  |
| ANDORR | 53 |  |
| ANGOLA | 54 |  |
| ANTASA | 55 |  |
| ARAB | 56 |  |
| ARABBE | 57 |  |
| ARGNTN | 58 |  |
| ARMNAN | 59 |  |
| ASNNFD | 60 |  |
| ASSYRN | 61 |  |
| ATUISL | 62 |  |
| AUSISL | 63 |  |
| AUSTRA | 64 |  |
| AUSTRL | 65 |  |
| AUSTRN | 66 |  |
| AYMARA | 67 |  |
| AZERBA | 68 |  |
| AZERI | 69 |  |
| BAHRAN | 70 |  |
| BAKONG | 71 |  |
| BALOCH | 72 |  |
| BANDA | 73 |  |
| BANGLS | 74 |  |
| BANTBA | 75 |  |
| BANTBT | 76 |  |
| BANTES | 77 |  |
| BANTFA | 78 |  |
| BANTKO | 79 |  |
| BANTLU | 80 |  |
| BANTMO | 81 |  |
| BANTU | 82 |  |
| BAOULE | 83 |  |
| BASARW | 84 |  |
| BASHKR | 85 |  |
| BASQUE | 86 |  |
| BATSWA | 87 |  |
| BAYA | 88 |  |
| BEJA | 89 |  |
| BELAU | 90 |  |
| BELGAN | 91 |  |
| BELORU | 92 |  |
| BENGLI | 93 |  |
| BERBER | 94 |  |
| BERIKA | 95 |  |
| BETE | 96 |  |
| BETSIM | 97 |  |
| BHOTE | 98 |  |
| BHOTIA | 99 |  |
| BIHARS | 100 |  |
| BIOKOB | 101 |  |
| BIOKOF | 102 |  |
| BISMAR | 103 |  |
| BLACK | 104 |  |
| BLACKA | 105 |  |
| BOBO | 106 |  |
| BOLIVN | 107 |  |
| BOSCRO | 108 |  |
| BOSMUS | 109 |  |
| BOSSER | 110 |  |
| BOUGNV | 111 |  |
| BRAZLN | 112 |  |
| BRETON | 113 |  |
| BRTNEC | 114 |  |
| BRTNFD | 115 |  |
| BULGRN | 116 |  |
| BURGHR | 117 |  |
| BURMAN | 118 |  |
| BURMSE | 119 |  |
| BUYI | 120 |  |
| BYLRSN | 121 |  |
| CAFRE | 122 |  |
| CAMERO | 123 |  |
| CANADN | 124 |  |
| CARIBN | 125 |  |
| CARISL | 126 |  |
| CAUCAS | 127 |  |
| CELTIC | 128 |  |
| CENAMR | 129 |  |
| CHAHAR | 130 |  |
| CHAM | 131 |  |
| CHAMOR | 132 |  |
| CHEWA | 133 |  |
| CHLEAN | 134 |  |
| CHNISL | 135 |  |
| CHNNEC | 136 |  |
| CHNNFD | 137 |  |
| CHRSTN | 138 |  |
| CHUVAS | 139 |  |
| CIRCAS | 140 |  |
| COASTA | 141 |  |
| COCOSM | 142 |  |
| COKNFD | 143 |  |
| COLMBN | 144 |  |
| COMORA | 145 |  |
| CORNSH | 146 |  |
| CORSCN | 147 |  |
| COSTRN | 148 |  |
| COTIER | 149 |  |
| CRELLA | 150 |  |
| CRELUS | 151 |  |
| CREOLE | 152 |  |
| CREOLM | 153 |  |
| CROATN | 154 |  |
| CYRNFD | 155 |  |
| CZECH | 156 |  |
| DAGHES | 157 |  |
| DALMTN | 158 |  |
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| MELANE | 339 |  |
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| MERU | 341 |  |
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| MEXCAN | 344 |  |
| MIAO | 345 |  |
| MICRON | 346 |  |
| MINA | 347 |  |
| MITISL | 348 |  |
| MIXED | 349 |  |
| MOLDOV | 350 |  |
| MON | 351 |  |
| MONEGA | 352 |  |
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| MOUSSE | 360 |  |
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| MULATT | 362 |  |
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| MUSIMO | 364 |  |
| MUSLIM | 365 |  |
| MUSLMA | 366 |  |
| MUSLMB | 367 |  |
| MUSLMF | 368 |  |
| MUSLMH | 369 |  |
| MUSLMK | 370 |  |
| MUSLMM | 371 |  |
| MUSLMT | 372 |  |
| MUSLMU | 373 |  |
| MUSLMY | 374 |  |
| MUSLMZ | 375 |  |
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| NATVEF | 377 |  |
| NATVEM | 378 |  |
| NAUISL | 379 |  |
| NEGRIT | 380 |  |
| NEPLSE | 381 |  |
| NEWARS | 382 |  |
| NEWBRT | 383 |  |
| NEWCAL | 384 |  |
| NEWGER | 385 |  |
| NEWIRL | 386 |  |
| NEWZEA | 387 |  |
| NEWZLE | 388 |  |
| NEWZLM | 389 |  |
| NGAMBY | 390 |  |
| NGONDE | 391 |  |
| NGONI | 392 |  |
| NICRGN | 393 |  |
| NIGRAN | 394 |  |
| NIUEAN | 395 |  |
| NKN | 396 |  |
| NORDIC | 397 |  |
| NORMAN | 398 |  |
| NORMFR | 399 |  |
| NORTAF | 400 |  |
| NORWGN | 401 |  |
| NOS | 402 |  |
| NYANJA | 403 |  |
| OAFNEC | 404 |  |
| OASNEC | 405 |  |
| OCNISL | 406 |  |
| OEUNFD | 407 |  |
| OIMATS | 408 |  |
| OMANI | 409 |  |
| OPANEC | 410 |  |
| OPANFD | 411 |  |
| ORIENT | 412 |  |
| ORKISL | 413 |  |
| OROMO | 414 |  |
| OSANEC | 415 |  |
| OSSET | 416 |  |
| OVIMBU | 417 |  |
| PACNFD | 418 |  |
| PAKSTN | 419 |  |
| PALAUA | 420 |  |
| PALMIS | 421 |  |
| PALSTN | 422 |  |
| PANMAN | 423 |  |
| PAPUAN | 424 |  |
| PARGYN | 425 |  |
| PASHTP | 426 |  |
| PASHTU | 427 |  |
| PENISL | 428 |  |
| PERSAN | 429 |  |
| PERUVN | 430 |  |
| PEUL | 431 |  |
| PHNISL | 432 |  |
| PHOUTH | 433 |  |
| PITISL | 434 |  |
| POLISH | 435 |  |
| POLYNE | 436 |  |
| POLYNS | 437 |  |
| POLYNT | 438 |  |
| PORTGS | 439 |  |
| PUERTR | 440 |  |
| PUKISL | 441 |  |
| PUNJAB | 442 |  |
| QUECHU | 443 |  |
| RAIS | 444 |  |
| RAKHIN | 445 |  |
| RAKISL | 446 |  |
| RARTGN | 447 |  |
| RIOMUN | 448 |  |
| ROMANN | 449 |  |
| ROMANS | 450 |  |
| ROMANY | 451 |  |
| ROTUMN | 452 |  |
| RUSSAN | 453 |  |
| RUTHEN | 454 |  |
| RWANDA | 455 |  |
| SAHO | 456 |  |
| SAKALA | 457 |  |
| SAMMAR | 458 |  |
| SAMOAN | 459 |  |
| SAMOAP | 460 |  |
| SANGHA | 461 |  |
| SANISL | 462 |  |
| SARA | 463 |  |
| SARDNN | 464 |  |
| SCANDN | 465 |  |
| SCOTSH | 466 |  |
| SENA | 467 |  |
| SENOUF | 468 |  |
| SENUFO | 469 |  |
| SERBAN | 470 |  |
| SERER | 471 |  |
| SERVIC | 472 |  |
| SEYISL | 473 |  |
| SHAN | 474 |  |
| SHERPA | 475 |  |
| SHTISL | 476 |  |
| SICLAN | 477 |  |
| SIDAMO | 478 |  |
| SIKH | 479 |  |
| SINCHN | 480 |  |
| SINDHI | 481 |  |
| SINHLS | 482 |  |
| SINOMA | 483 |  |
| SLAVIC | 484 |  |
| SLOVAK | 485 |  |
| SLOVNE | 486 |  |
| SLVNEC | 487 |  |
| SLVNFD | 488 |  |
| SOCISL | 489 |  |
| SOLISL | 490 |  |
| SOLVEN | 491 |  |
| SOMALI | 492 |  |
| SONGHA | 493 |  |
| SOTHO | 494 |  |
| SOUAFR | 495 |  |
| SOUAMR | 496 |  |
| SOUNFD | 497 |  |
| SOUSSO | 498 |  |
| SOUTHA | 499 |  |
| SPANSH | 500 |  |
| SRINEC | 501 |  |
| SRINFD | 502 |  |
| SRITML | 503 |  |
| SUNDAN | 504 |  |
| SWEDSH | 505 |  |
| SWISS | 506 |  |
| SYRANL | 507 |  |
| SYRIAN | 508 |  |
| SYROLE | 509 |  |
| TAHITN | 510 |  |
| TAICHN | 511 |  |
| TAJIK | 512 |  |
| TAMANG | 513 |  |
| TAMIL | 514 |  |
| TATAR | 515 |  |
| TEKE | 516 |  |
| TEUTON | 517 |  |
| THAI | 518 |  |
| TIBETN | 519 |  |
| TIGREA | 520 |  |
| TOKELN | 521 |  |
| TONGAN | 522 |  |
| TONGAS | 523 |  |
| TORISL | 524 |  |
| TOUBOU | 525 |  |
| TOUCOU | 526 |  |
| TSIMHE | 527 |  |
| TUAISL | 528 |  |
| TUAREG | 529 |  |
| TUMBUK | 530 |  |
| TUNISN | 531 |  |
| TURKME | 532 |  |
| TURKOM | 533 |  |
| TURKSH | 534 |  |
| TUTSI | 535 |  |
| TUVISL | 536 |  |
| TWA | 537 |  |
| UGANDN | 538 |  |
| UKRANN | 539 |  |
| URUGYN | 540 |  |
| UYGUR | 541 |  |
| UZBEK | 542 |  |
| VANUAT | 543 |  |
| VEDDA | 544 |  |
| VENEZN | 545 |  |
| VIETNM | 546 |  |
| VITCHN | 547 |  |
| VLACHS | 548 |  |
| VOLTAC | 549 |  |
| WAKISL | 550 |  |
| WALISL | 551 |  |
| WALLIS | 552 |  |
| WALLOO | 553 |  |
| WELSH | 554 |  |
| WHITE | 555 |  |
| WOLOF | 556 |  |
| WSTIND | 557 |  |
| YAO | 558 |  |
| YAPISL | 559 |  |
| YEMENI | 560 |  |
| YI | 561 |  |
| YORUBA | 562 |  |
| YUGOSL | 563 |  |
| ZAIRAN | 564 |  |
| ZANZIB | 565 |  |
| ZHUANG | 566 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EulerAnglesType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EulerAnglesType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EulerAnglesType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EulerAnglesType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EulerAnglesType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EulerAnglesType = function();  Type.createClass(  'C2SIM.Schema101.EulerAnglesType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EulerAnglesType |

## Constructors

|  |  |
| --- | --- |
| [EulerAnglesType](#_99C7D812_Topic) | Initializes a new instance of the EulerAnglesType class |

## Properties

|  |  |
| --- | --- |
| [HeadingAngle](#_4BD64E09_Topic) |  |
| [Phi](#_CF1EB4B9_Topic) |  |
| [Psi](#_2CD41DB9_Topic) |  |
| [Theta](#_5C379039_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EulerAnglesType Constructor

Initializes a new instance of the [EulerAnglesType](#_97B9B173_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EulerAnglesType() |

|  |
| --- |
| C++ |
| public: EulerAnglesType() |

|  |
| --- |
| F# |
| new : unit -> EulerAnglesType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EulerAnglesType = function(); |

## See Also

#### Reference

[EulerAnglesType Class](#_97B9B173_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EulerAnglesType.HeadingAngle Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EulerAnglesType.HeadingAngle"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double HeadingAngle { get; set; } |

|  |
| --- |
| C++ |
| public: property double HeadingAngle {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member HeadingAngle : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_HeadingAngle(); function set\_HeadingAngle(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_97B9B173_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EulerAnglesType.Phi Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EulerAnglesType.Phi"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Phi { get; set; } |

|  |
| --- |
| C++ |
| public: property double Phi {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Phi : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Phi(); function set\_Phi(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_97B9B173_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EulerAnglesType.Psi Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EulerAnglesType.Psi"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Psi { get; set; } |

|  |
| --- |
| C++ |
| public: property double Psi {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Psi : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Psi(); function set\_Psi(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_97B9B173_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EulerAnglesType.Theta Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EulerAnglesType.Theta"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Theta { get; set; } |

|  |
| --- |
| C++ |
| public: property double Theta {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Theta : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Theta(); function set\_Theta(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_97B9B173_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.EventCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EventCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EventCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EventCodeType = function(); C2SIM.Schema101.EventCodeType.createEnum('C2SIM.Schema101.EventCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| GenericEvent | 0 |  |
| TaskEnd | 1 |  |
| TaskStart | 2 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EventTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EventTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EventTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EventTriggerType = function();  Type.createClass(  'C2SIM.Schema101.EventTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EventTriggerType |

## Constructors

|  |  |
| --- | --- |
| [EventTriggerType](#_41EACC41_Topic) | Initializes a new instance of the EventTriggerType class |

## Properties

|  |  |
| --- | --- |
| [Event](#_A4652A7A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventTriggerType Constructor

Initializes a new instance of the [EventTriggerType](#_58FF7367_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventTriggerType() |

|  |
| --- |
| C++ |
| public: EventTriggerType() |

|  |
| --- |
| F# |
| new : unit -> EventTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EventTriggerType = function(); |

## See Also

#### Reference

[EventTriggerType Class](#_58FF7367_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventTriggerType.Event Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventTriggerType.Event"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventType Event { get; set; } |

|  |
| --- |
| C++ |
| public: property EventType^ Event {  EventType^ get ();  void set (EventType^ value); } |

|  |
| --- |
| F# |
| member Event : EventType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Event(); function set\_Event(value); |

#### Property Value

[EventType](#_55C81566_Topic)

## See Also

#### Reference

[EventTriggerType Class](#_58FF7367_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.EventType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EventType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EventType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EventType = function();  Type.createClass(  'C2SIM.Schema101.EventType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EventType |

## Constructors

|  |  |
| --- | --- |
| [EventType](#_EDE8AB23_Topic) | Initializes a new instance of the EventType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalRelationship](#_45F116AE_Topic) |  |
| [Duration](#_460C2879_Topic) |  |
| [EventCode](#_63079B0B_Topic) |  |
| [Location](#_D69FA0D_Topic) |  |
| [MapGraphicID](#_DAEC59C_Topic) |  |
| [Name](#_D2CEAB30_Topic) |  |
| [StartTime](#_CAAC7368_Topic) |  |
| [UUID](#_9633020E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType Constructor

Initializes a new instance of the [EventType](#_55C81566_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventType() |

|  |
| --- |
| C++ |
| public: EventType() |

|  |
| --- |
| F# |
| new : unit -> EventType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.EventType = function(); |

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.ActionTemporalRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.ActionTemporalRelationship"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType[] ActionTemporalRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionTemporalRelationshipType^>^ ActionTemporalRelationship {  array<ActionTemporalRelationshipType^>^ get ();  void set (array<ActionTemporalRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member ActionTemporalRelationship : ActionTemporalRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalRelationship(); function set\_ActionTemporalRelationship(value); |

#### Property Value

[ActionTemporalRelationshipType](#_91755DB9_Topic)[]

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.EventCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.EventCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventCodeType EventCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EventCodeType EventCode {  EventCodeType get ();  void set (EventCodeType value); } |

|  |
| --- |
| F# |
| member EventCode : EventCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EventCode(); function set\_EventCode(value); |

#### Property Value

[EventCodeType](#_961C5D07_Topic)

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.Location"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_F66CA62_Topic)[]

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.MapGraphicID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.MapGraphicID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] MapGraphicID { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ MapGraphicID {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member MapGraphicID : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_MapGraphicID(); function set\_MapGraphicID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# EventType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.EventType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EventType Class](#_55C81566_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ForceSideRelationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ForceSideRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ForceSideRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ForceSideRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ForceSideRelationType = function();  Type.createClass(  'C2SIM.Schema101.ForceSideRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ForceSideRelationType |

## Constructors

|  |  |
| --- | --- |
| [ForceSideRelationType](#_E9399F25_Topic) | Initializes a new instance of the ForceSideRelationType class |

## Properties

|  |  |
| --- | --- |
| [HostilityStatusCode](#_4578D87C_Topic) |  |
| [OtherSide](#_BD16D01D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideRelationType Constructor

Initializes a new instance of the [ForceSideRelationType](#_EADDEDD2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideRelationType() |

|  |
| --- |
| C++ |
| public: ForceSideRelationType() |

|  |
| --- |
| F# |
| new : unit -> ForceSideRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ForceSideRelationType = function(); |

## See Also

#### Reference

[ForceSideRelationType Class](#_EADDEDD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideRelationType.HostilityStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ForceSideRelationType.HostilityStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HostilityStatusCodeType HostilityStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property HostilityStatusCodeType HostilityStatusCode {  HostilityStatusCodeType get ();  void set (HostilityStatusCodeType value); } |

|  |
| --- |
| F# |
| member HostilityStatusCode : HostilityStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCode(); function set\_HostilityStatusCode(value); |

#### Property Value

[HostilityStatusCodeType](#_DC9EDAAA_Topic)

## See Also

#### Reference

[ForceSideRelationType Class](#_EADDEDD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideRelationType.OtherSide Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ForceSideRelationType.OtherSide"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string OtherSide { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ OtherSide {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member OtherSide : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_OtherSide(); function set\_OtherSide(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ForceSideRelationType Class](#_EADDEDD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ForceSideType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ForceSideType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ForceSideType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ForceSideType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ForceSideType = function();  Type.createClass(  'C2SIM.Schema101.ForceSideType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ForceSideType |

## Constructors

|  |  |
| --- | --- |
| [ForceSideType](#_617677B3_Topic) | Initializes a new instance of the ForceSideType class |

## Properties

|  |  |
| --- | --- |
| [ForceSideRelation](#_DDFB63C0_Topic) |  |
| [Name](#_3536239F_Topic) |  |
| [UUID](#_CE8F583F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideType Constructor

Initializes a new instance of the [ForceSideType](#_E71A59EC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideType() |

|  |
| --- |
| C++ |
| public: ForceSideType() |

|  |
| --- |
| F# |
| new : unit -> ForceSideType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ForceSideType = function(); |

## See Also

#### Reference

[ForceSideType Class](#_E71A59EC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideType.ForceSideRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ForceSideType.ForceSideRelation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideRelationType[] ForceSideRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ForceSideRelationType^>^ ForceSideRelation {  array<ForceSideRelationType^>^ get ();  void set (array<ForceSideRelationType^>^ value); } |

|  |
| --- |
| F# |
| member ForceSideRelation : ForceSideRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ForceSideRelation(); function set\_ForceSideRelation(value); |

#### Property Value

[ForceSideRelationType](#_EADDEDD2_Topic)[]

## See Also

#### Reference

[ForceSideType Class](#_E71A59EC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ForceSideType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ForceSideType Class](#_E71A59EC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ForceSideType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ForceSideType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ForceSideType Class](#_E71A59EC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.GeodeticCoordinateType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class GeodeticCoordinateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class GeodeticCoordinateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type GeodeticCoordinateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.GeodeticCoordinateType = function();  Type.createClass(  'C2SIM.Schema101.GeodeticCoordinateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → GeodeticCoordinateType |

## Constructors

|  |  |
| --- | --- |
| [GeodeticCoordinateType](#_4177093B_Topic) | Initializes a new instance of the GeodeticCoordinateType class |

## Properties

|  |  |
| --- | --- |
| [AltitudeAGL](#_76DFBA71_Topic) |  |
| [AltitudeAGLSpecified](#_7EE702CD_Topic) |  |
| [AltitudeMSL](#_AF992BF1_Topic) |  |
| [AltitudeMSLSpecified](#_F9690C8F_Topic) |  |
| [Latitude](#_B3EC9F94_Topic) |  |
| [Longitude](#_C1028C2B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType Constructor

Initializes a new instance of the [GeodeticCoordinateType](#_898B4DCE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public GeodeticCoordinateType() |

|  |
| --- |
| C++ |
| public: GeodeticCoordinateType() |

|  |
| --- |
| F# |
| new : unit -> GeodeticCoordinateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.GeodeticCoordinateType = function(); |

## See Also

#### Reference

[GeodeticCoordinateType Class](#_898B4DCE_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType.AltitudeAGL Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeodeticCoordinateType.AltitudeAGL"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double AltitudeAGL { get; set; } |

|  |
| --- |
| C++ |
| public: property double AltitudeAGL {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member AltitudeAGL : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeAGL(); function set\_AltitudeAGL(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_898B4DCE_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType.AltitudeAGLSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeodeticCoordinateType.AltitudeAGLSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool AltitudeAGLSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool AltitudeAGLSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member AltitudeAGLSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeAGLSpecified(); function set\_AltitudeAGLSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_898B4DCE_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType.AltitudeMSL Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeodeticCoordinateType.AltitudeMSL"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double AltitudeMSL { get; set; } |

|  |
| --- |
| C++ |
| public: property double AltitudeMSL {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member AltitudeMSL : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeMSL(); function set\_AltitudeMSL(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_898B4DCE_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType.AltitudeMSLSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeodeticCoordinateType.AltitudeMSLSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool AltitudeMSLSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool AltitudeMSLSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member AltitudeMSLSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeMSLSpecified(); function set\_AltitudeMSLSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_898B4DCE_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType.Latitude Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeodeticCoordinateType.Latitude"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Latitude { get; set; } |

|  |
| --- |
| C++ |
| public: property double Latitude {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Latitude : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Latitude(); function set\_Latitude(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_898B4DCE_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeodeticCoordinateType.Longitude Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeodeticCoordinateType.Longitude"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Longitude { get; set; } |

|  |
| --- |
| C++ |
| public: property double Longitude {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Longitude : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Longitude(); function set\_Longitude(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_898B4DCE_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeographicFeatureType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.GeographicFeatureType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class GeographicFeatureType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class GeographicFeatureType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type GeographicFeatureType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.GeographicFeatureType = function();  Type.createClass(  'C2SIM.Schema101.GeographicFeatureType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → GeographicFeatureType |

## Constructors

|  |  |
| --- | --- |
| [GeographicFeatureType](#_3AC49C46_Topic) | Initializes a new instance of the GeographicFeatureType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_78ABD2AB_Topic) |  |
| [EntityType](#_66F3F867_Topic) |  |
| [Marking](#_8E20E063_Topic) |  |
| [Name](#_5BE6EA15_Topic) |  |
| [UUID](#_AC5659E2_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeographicFeatureType Constructor

Initializes a new instance of the [GeographicFeatureType](#_CC82415B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public GeographicFeatureType() |

|  |
| --- |
| C++ |
| public: GeographicFeatureType() |

|  |
| --- |
| F# |
| new : unit -> GeographicFeatureType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.GeographicFeatureType = function(); |

## See Also

#### Reference

[GeographicFeatureType Class](#_CC82415B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeographicFeatureType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeographicFeatureType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[GeographicFeatureType Class](#_CC82415B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeographicFeatureType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeographicFeatureType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[GeographicFeatureType Class](#_CC82415B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeographicFeatureType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeographicFeatureType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_CC82415B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeographicFeatureType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeographicFeatureType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_CC82415B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# GeographicFeatureType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.GeographicFeatureType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_CC82415B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HeadingType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.HeadingType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class HeadingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class HeadingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HeadingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.HeadingType = function();  Type.createClass(  'C2SIM.Schema101.HeadingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → HeadingType |

## Constructors

|  |  |
| --- | --- |
| [HeadingType](#_649CC187_Topic) | Initializes a new instance of the HeadingType class |

## Properties

|  |  |
| --- | --- |
| [HeadingAngle](#_D6CDC7D4_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HeadingType Constructor

Initializes a new instance of the [HeadingType](#_9E948263_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HeadingType() |

|  |
| --- |
| C++ |
| public: HeadingType() |

|  |
| --- |
| F# |
| new : unit -> HeadingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.HeadingType = function(); |

## See Also

#### Reference

[HeadingType Class](#_9E948263_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HeadingType.HeadingAngle Property

[Missing <summary> documentation for "P:C2SIM.Schema101.HeadingType.HeadingAngle"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double HeadingAngle { get; set; } |

|  |
| --- |
| C++ |
| public: property double HeadingAngle {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member HeadingAngle : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_HeadingAngle(); function set\_HeadingAngle(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HeadingType Class](#_9E948263_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.HealthObservationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class HealthObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class HealthObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HealthObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.HealthObservationType = function();  Type.createClass(  'C2SIM.Schema101.HealthObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → HealthObservationType |

## Constructors

|  |  |
| --- | --- |
| [HealthObservationType](#_F69184F_Topic) | Initializes a new instance of the HealthObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_323212E_Topic) |  |
| [ConfidenceLevel](#_2D2BBCCB_Topic) |  |
| [ConfidenceLevelSpecified](#_36622973_Topic) |  |
| [EntityHealthStatus](#_ED0B8B39_Topic) |  |
| [UncertaintyInterval](#_DBBAC5B0_Topic) |  |
| [UncertaintyIntervalSpecified](#_A26E41E5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType Constructor

Initializes a new instance of the [HealthObservationType](#_1E9B00DD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HealthObservationType() |

|  |
| --- |
| C++ |
| public: HealthObservationType() |

|  |
| --- |
| F# |
| new : unit -> HealthObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.HealthObservationType = function(); |

## See Also

#### Reference

[HealthObservationType Class](#_1E9B00DD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.HealthObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[HealthObservationType Class](#_1E9B00DD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema101.HealthObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HealthObservationType Class](#_1E9B00DD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.HealthObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[HealthObservationType Class](#_1E9B00DD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema101.HealthObservationType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_D00A8A64_Topic)[]

## See Also

#### Reference

[HealthObservationType Class](#_1E9B00DD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema101.HealthObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HealthObservationType Class](#_1E9B00DD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HealthObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.HealthObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[HealthObservationType Class](#_1E9B00DD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# HostilityStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.HostilityStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum HostilityStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class HostilityStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HostilityStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.HostilityStatusCodeType = function(); C2SIM.Schema101.HostilityStatusCodeType.createEnum('C2SIM.Schema101.HostilityStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AFR | 0 |  |
| AHO | 1 |  |
| AIV | 2 |  |
| ANT | 3 |  |
| FAKER | 4 |  |
| FR | 5 |  |
| HO | 6 |  |
| IV | 7 |  |
| JOKER | 8 |  |
| NEUTRL | 9 |  |
| PENDNG | 10 |  |
| SUSPCT | 11 |  |
| UNK | 12 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.InitializationConceptType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class InitializationConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class InitializationConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type InitializationConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.InitializationConceptType = function();  Type.createClass(  'C2SIM.Schema101.InitializationConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → InitializationConceptType |

## Constructors

|  |  |
| --- | --- |
| [InitializationConceptType](#_D1E15BF5_Topic) | Initializes a new instance of the InitializationConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_72EAA401_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationConceptType Constructor

Initializes a new instance of the [InitializationConceptType](#_369DFD68_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationConceptType() |

|  |
| --- |
| C++ |
| public: InitializationConceptType() |

|  |
| --- |
| F# |
| new : unit -> InitializationConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.InitializationConceptType = function(); |

## See Also

#### Reference

[InitializationConceptType Class](#_369DFD68_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.InitializationConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[InitializationConceptType Class](#_369DFD68_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationDataFileType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.InitializationDataFileType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class InitializationDataFileType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class InitializationDataFileType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type InitializationDataFileType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.InitializationDataFileType = function();  Type.createClass(  'C2SIM.Schema101.InitializationDataFileType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → InitializationDataFileType |

## Constructors

|  |  |
| --- | --- |
| [InitializationDataFileType](#_2CF1588D_Topic) | Initializes a new instance of the InitializationDataFileType class |

## Properties

|  |  |
| --- | --- |
| [IntializationFileType](#_C421C06_Topic) |  |
| [Name](#_37006143_Topic) |  |
| [SystemName](#_275E458D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationDataFileType Constructor

Initializes a new instance of the [InitializationDataFileType](#_1865CA2C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType() |

|  |
| --- |
| C++ |
| public: InitializationDataFileType() |

|  |
| --- |
| F# |
| new : unit -> InitializationDataFileType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.InitializationDataFileType = function(); |

## See Also

#### Reference

[InitializationDataFileType Class](#_1865CA2C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationDataFileType.IntializationFileType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.InitializationDataFileType.IntializationFileType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IntializationFileType { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IntializationFileType {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IntializationFileType : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IntializationFileType(); function set\_IntializationFileType(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_1865CA2C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationDataFileType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.InitializationDataFileType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_1865CA2C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# InitializationDataFileType.SystemName Property

[Missing <summary> documentation for "P:C2SIM.Schema101.InitializationDataFileType.SystemName"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SystemName { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SystemName {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SystemName : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemName(); function set\_SystemName(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_1865CA2C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# IntervalTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.IntervalTimeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class IntervalTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class IntervalTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type IntervalTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.IntervalTimeType = function();  Type.createClass(  'C2SIM.Schema101.IntervalTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → IntervalTimeType |

## Constructors

|  |  |
| --- | --- |
| [IntervalTimeType](#_58CA1E06_Topic) | Initializes a new instance of the IntervalTimeType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_543FD99D_Topic) |  |
| [EndTime](#_B177B2E0_Topic) |  |
| [StartTime](#_46ECD031_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# IntervalTimeType Constructor

Initializes a new instance of the [IntervalTimeType](#_3AF7DF42_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public IntervalTimeType() |

|  |
| --- |
| C++ |
| public: IntervalTimeType() |

|  |
| --- |
| F# |
| new : unit -> IntervalTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.IntervalTimeType = function(); |

## See Also

#### Reference

[IntervalTimeType Class](#_3AF7DF42_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# IntervalTimeType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.IntervalTimeType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_3AF7DF42_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# IntervalTimeType.EndTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.IntervalTimeType.EndTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType EndTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ EndTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member EndTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EndTime(); function set\_EndTime(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_3AF7DF42_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# IntervalTimeType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.IntervalTimeType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_3AF7DF42_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LineType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.LineType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LineType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LineType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LineType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.LineType = function();  Type.createClass(  'C2SIM.Schema101.LineType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LineType |

## Constructors

|  |  |
| --- | --- |
| [LineType](#_36F0E7D0_Topic) | Initializes a new instance of the LineType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_C780399_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LineType Constructor

Initializes a new instance of the [LineType](#_FABCFA27_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LineType() |

|  |
| --- |
| C++ |
| public: LineType() |

|  |
| --- |
| F# |
| new : unit -> LineType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.LineType = function(); |

## See Also

#### Reference

[LineType Class](#_FABCFA27_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LineType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LineType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[LineType Class](#_FABCFA27_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.LocationObservationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LocationObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LocationObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LocationObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.LocationObservationType = function();  Type.createClass(  'C2SIM.Schema101.LocationObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LocationObservationType |

## Constructors

|  |  |
| --- | --- |
| [LocationObservationType](#_CB0485B4_Topic) | Initializes a new instance of the LocationObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_3EC787EB_Topic) |  |
| [ConfidenceLevel](#_9654C823_Topic) |  |
| [ConfidenceLevelSpecified](#_26372707_Topic) |  |
| [DirectionOfMovement](#_BD568008_Topic) |  |
| [Location](#_ECAFD551_Topic) |  |
| [Speed](#_499E1BB1_Topic) |  |
| [SpeedSpecified](#_F6C2BCB9_Topic) |  |
| [UncertaintyInterval](#_793FF1E4_Topic) |  |
| [UncertaintyIntervalSpecified](#_9695505_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType Constructor

Initializes a new instance of the [LocationObservationType](#_A77E8E4A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationObservationType() |

|  |
| --- |
| C++ |
| public: LocationObservationType() |

|  |
| --- |
| F# |
| new : unit -> LocationObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.LocationObservationType = function(); |

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.DirectionOfMovement Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.DirectionOfMovement"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType DirectionOfMovement { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ DirectionOfMovement {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member DirectionOfMovement : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DirectionOfMovement(); function set\_DirectionOfMovement(value); |

#### Property Value

[OrientationType](#_398BCFB9_Topic)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.Location"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType Location { get; set; } |

|  |
| --- |
| C++ |
| public: property LocationType^ Location {  LocationType^ get ();  void set (LocationType^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_F66CA62_Topic)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.Speed Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.Speed"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Speed { get; set; } |

|  |
| --- |
| C++ |
| public: property double Speed {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Speed : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Speed(); function set\_Speed(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.SpeedSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.SpeedSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SpeedSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SpeedSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SpeedSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpeedSpecified(); function set\_SpeedSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_A77E8E4A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.LocationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LocationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LocationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LocationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.LocationType = function();  Type.createClass(  'C2SIM.Schema101.LocationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LocationType |

## Constructors

|  |  |
| --- | --- |
| [LocationType](#_6DB8B002_Topic) | Initializes a new instance of the LocationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_C7093B7_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationType Constructor

Initializes a new instance of the [LocationType](#_F66CA62_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType() |

|  |
| --- |
| C++ |
| public: LocationType() |

|  |
| --- |
| F# |
| new : unit -> LocationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.LocationType = function(); |

## See Also

#### Reference

[LocationType Class](#_F66CA62_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# LocationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.LocationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[LocationType Class](#_F66CA62_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ManeuverWarfareTaskType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ManeuverWarfareTaskType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ManeuverWarfareTaskType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ManeuverWarfareTaskType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ManeuverWarfareTaskType = function();  Type.createClass(  'C2SIM.Schema101.ManeuverWarfareTaskType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ManeuverWarfareTaskType |

## Constructors

|  |  |
| --- | --- |
| [ManeuverWarfareTaskType](#_E09D28DF_Topic) | Initializes a new instance of the ManeuverWarfareTaskType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalRelationship](#_20D7AAEF_Topic) |  |
| [AffectedEntity](#_40AF814E_Topic) |  |
| [DesiredEffectCode](#_2723ABA9_Topic) |  |
| [Duration](#_40C33771_Topic) |  |
| [EndTime](#_FBDF7FAC_Topic) |  |
| [Location](#_CFDCE7A7_Topic) |  |
| [MapGraphicID](#_7E594504_Topic) |  |
| [Name](#_8B8722A8_Topic) |  |
| [PerformingEntity](#_47A260C0_Topic) |  |
| [RuleOfEngagement](#_114D536D_Topic) |  |
| [StartTime](#_D8314641_Topic) |  |
| [TaskActionCode](#_52C887D0_Topic) |  |
| [TaskFunctionalRelation](#_42AD21A3_Topic) |  |
| [UUID](#_4DD8FF93_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType Constructor

Initializes a new instance of the [ManeuverWarfareTaskType](#_3741FCF1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ManeuverWarfareTaskType() |

|  |
| --- |
| C++ |
| public: ManeuverWarfareTaskType() |

|  |
| --- |
| F# |
| new : unit -> ManeuverWarfareTaskType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ManeuverWarfareTaskType = function(); |

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.ActionTemporalRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.ActionTemporalRelationship"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType[] ActionTemporalRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionTemporalRelationshipType^>^ ActionTemporalRelationship {  array<ActionTemporalRelationshipType^>^ get ();  void set (array<ActionTemporalRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member ActionTemporalRelationship : ActionTemporalRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalRelationship(); function set\_ActionTemporalRelationship(value); |

#### Property Value

[ActionTemporalRelationshipType](#_91755DB9_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.AffectedEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.AffectedEntity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] AffectedEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ AffectedEntity {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member AffectedEntity : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AffectedEntity(); function set\_AffectedEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.DesiredEffectCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.DesiredEffectCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DesiredEffectCodeType[] DesiredEffectCode { get; set; } |

|  |
| --- |
| C++ |
| public: property array<DesiredEffectCodeType>^ DesiredEffectCode {  array<DesiredEffectCodeType>^ get ();  void set (array<DesiredEffectCodeType>^ value); } |

|  |
| --- |
| F# |
| member DesiredEffectCode : DesiredEffectCodeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_DesiredEffectCode(); function set\_DesiredEffectCode(value); |

#### Property Value

[DesiredEffectCodeType](#_6FB7CCAF_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.EndTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.EndTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType EndTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ EndTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member EndTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EndTime(); function set\_EndTime(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.Location"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_F66CA62_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.MapGraphicID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.MapGraphicID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] MapGraphicID { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ MapGraphicID {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member MapGraphicID : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_MapGraphicID(); function set\_MapGraphicID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.PerformingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.PerformingEntity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string PerformingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ PerformingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member PerformingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_PerformingEntity(); function set\_PerformingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.RuleOfEngagement Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.RuleOfEngagement"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RuleOfEngagementType[] RuleOfEngagement { get; set; } |

|  |
| --- |
| C++ |
| public: property array<RuleOfEngagementType^>^ RuleOfEngagement {  array<RuleOfEngagementType^>^ get ();  void set (array<RuleOfEngagementType^>^ value); } |

|  |
| --- |
| F# |
| member RuleOfEngagement : RuleOfEngagementType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_RuleOfEngagement(); function set\_RuleOfEngagement(value); |

#### Property Value

[RuleOfEngagementType](#_AF4CD9D1_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.TaskActionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.TaskActionCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskActionCodeType TaskActionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskActionCodeType TaskActionCode {  TaskActionCodeType get ();  void set (TaskActionCodeType value); } |

|  |
| --- |
| F# |
| member TaskActionCode : TaskActionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskActionCode(); function set\_TaskActionCode(value); |

#### Property Value

[TaskActionCodeType](#_19E34208_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.TaskFunctionalRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.TaskFunctionalRelation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalRelationType[] TaskFunctionalRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskFunctionalRelationType^>^ TaskFunctionalRelation {  array<TaskFunctionalRelationType^>^ get ();  void set (array<TaskFunctionalRelationType^>^ value); } |

|  |
| --- |
| F# |
| member TaskFunctionalRelation : TaskFunctionalRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskFunctionalRelation(); function set\_TaskFunctionalRelation(value); |

#### Property Value

[TaskFunctionalRelationType](#_367C1C36_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ManeuverWarfareTaskType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ManeuverWarfareTaskType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_3741FCF1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MapGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MapGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MapGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MapGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MapGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MapGraphicType = function();  Type.createClass(  'C2SIM.Schema101.MapGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MapGraphicType |

## Constructors

|  |  |
| --- | --- |
| [MapGraphicType](#_31EDCC2F_Topic) | Initializes a new instance of the MapGraphicType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_21A81F1C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MapGraphicType Constructor

Initializes a new instance of the [MapGraphicType](#_8195695A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MapGraphicType() |

|  |
| --- |
| C++ |
| public: MapGraphicType() |

|  |
| --- |
| F# |
| new : unit -> MapGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MapGraphicType = function(); |

## See Also

#### Reference

[MapGraphicType Class](#_8195695A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MapGraphicType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MapGraphicType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MapGraphicType Class](#_8195695A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MessageBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageBodyType = function();  Type.createClass(  'C2SIM.Schema101.MessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [MessageBodyType](#_D9EE4695_Topic) | Initializes a new instance of the MessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_B73128C1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageBodyType Constructor

Initializes a new instance of the [MessageBodyType](#_B1A265BD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType() |

|  |
| --- |
| C++ |
| public: MessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> MessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageBodyType = function(); |

## See Also

#### Reference

[MessageBodyType Class](#_B1A265BD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageBodyType Class](#_B1A265BD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MessageCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageCodeType = function();  Type.createClass(  'C2SIM.Schema101.MessageCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageCodeType |

## Constructors

|  |  |
| --- | --- |
| [MessageCodeType](#_B2465124_Topic) | Initializes a new instance of the MessageCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_5F6A28A8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageCodeType Constructor

Initializes a new instance of the [MessageCodeType](#_7947BE21_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageCodeType() |

|  |
| --- |
| C++ |
| public: MessageCodeType() |

|  |
| --- |
| F# |
| new : unit -> MessageCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageCodeType = function(); |

## See Also

#### Reference

[MessageCodeType Class](#_7947BE21_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MessageCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageCodeType Class](#_7947BE21_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MessageConceptType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageConceptType = function();  Type.createClass(  'C2SIM.Schema101.MessageConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageConceptType |

## Constructors

|  |  |
| --- | --- |
| [MessageConceptType](#_3A45CE3E_Topic) | Initializes a new instance of the MessageConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_5F8DA122_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageConceptType Constructor

Initializes a new instance of the [MessageConceptType](#_46E142AD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageConceptType() |

|  |
| --- |
| C++ |
| public: MessageConceptType() |

|  |
| --- |
| F# |
| new : unit -> MessageConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageConceptType = function(); |

## See Also

#### Reference

[MessageConceptType Class](#_46E142AD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MessageConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageConceptType Class](#_46E142AD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MessageType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageType = function();  Type.createClass(  'C2SIM.Schema101.MessageType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageType |

## Constructors

|  |  |
| --- | --- |
| [MessageType](#_46EE1E7_Topic) | Initializes a new instance of the MessageType class |

## Properties

|  |  |
| --- | --- |
| [C2SIMHeader](#_B59FFE7B_Topic) |  |
| [MessageBody](#_6FE8A3D4_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageType Constructor

Initializes a new instance of the [MessageType](#_5A83C52D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageType() |

|  |
| --- |
| C++ |
| public: MessageType() |

|  |
| --- |
| F# |
| new : unit -> MessageType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MessageType = function(); |

## See Also

#### Reference

[MessageType Class](#_5A83C52D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageType.C2SIMHeader Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MessageType.C2SIMHeader"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMHeaderType C2SIMHeader { get; set; } |

|  |
| --- |
| C++ |
| public: property C2SIMHeaderType^ C2SIMHeader {  C2SIMHeaderType^ get ();  void set (C2SIMHeaderType^ value); } |

|  |
| --- |
| F# |
| member C2SIMHeader : C2SIMHeaderType with get, set |

|  |
| --- |
| JavaScript |
| function get\_C2SIMHeader(); function set\_C2SIMHeader(value); |

#### Property Value

[C2SIMHeaderType](#_BF5232CB_Topic)

## See Also

#### Reference

[MessageType Class](#_5A83C52D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MessageType.MessageBody Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MessageType.MessageBody"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType MessageBody { get; set; } |

|  |
| --- |
| C++ |
| public: property MessageBodyType^ MessageBody {  MessageBodyType^ get ();  void set (MessageBodyType^ value); } |

|  |
| --- |
| F# |
| member MessageBody : MessageBodyType with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageBody(); function set\_MessageBody(value); |

#### Property Value

[MessageBodyType](#_B1A265BD_Topic)

## See Also

#### Reference

[MessageType Class](#_5A83C52D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# METOCGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.METOCGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class METOCGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class METOCGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type METOCGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.METOCGraphicType = function();  Type.createClass(  'C2SIM.Schema101.METOCGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → METOCGraphicType |

## Constructors

|  |  |
| --- | --- |
| [METOCGraphicType](#_C8678346_Topic) | Initializes a new instance of the METOCGraphicType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_BB4F21C8_Topic) |  |
| [EntityType](#_60BCCC17_Topic) |  |
| [Marking](#_18F4677_Topic) |  |
| [Name](#_B40B2FDA_Topic) |  |
| [UUID](#_A553FE15_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# METOCGraphicType Constructor

Initializes a new instance of the [METOCGraphicType](#_2B5ADB8A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public METOCGraphicType() |

|  |
| --- |
| C++ |
| public: METOCGraphicType() |

|  |
| --- |
| F# |
| new : unit -> METOCGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.METOCGraphicType = function(); |

## See Also

#### Reference

[METOCGraphicType Class](#_2B5ADB8A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# METOCGraphicType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.METOCGraphicType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[METOCGraphicType Class](#_2B5ADB8A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# METOCGraphicType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.METOCGraphicType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[METOCGraphicType Class](#_2B5ADB8A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# METOCGraphicType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.METOCGraphicType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[METOCGraphicType Class](#_2B5ADB8A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# METOCGraphicType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.METOCGraphicType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[METOCGraphicType Class](#_2B5ADB8A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# METOCGraphicType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.METOCGraphicType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[METOCGraphicType Class](#_2B5ADB8A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MilitaryOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MilitaryOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MilitaryOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MilitaryOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MilitaryOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MilitaryOrganizationType = function();  Type.createClass(  'C2SIM.Schema101.MilitaryOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MilitaryOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [MilitaryOrganizationType](#_A4C8319E_Topic) | Initializes a new instance of the MilitaryOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_DF264041_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MilitaryOrganizationType Constructor

Initializes a new instance of the [MilitaryOrganizationType](#_5FBBC603_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MilitaryOrganizationType() |

|  |
| --- |
| C++ |
| public: MilitaryOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> MilitaryOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MilitaryOrganizationType = function(); |

## See Also

#### Reference

[MilitaryOrganizationType Class](#_5FBBC603_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MilitaryOrganizationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MilitaryOrganizationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property UnitType^ Item {  UnitType^ get ();  void set (UnitType^ value); } |

|  |
| --- |
| F# |
| member Item : UnitType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[UnitType](#_C4828D3C_Topic)

## See Also

#### Reference

[MilitaryOrganizationType Class](#_5FBBC603_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MIPRequestCategoryCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.MIPRequestCategoryCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum MIPRequestCategoryCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class MIPRequestCategoryCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MIPRequestCategoryCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MIPRequestCategoryCodeType = function(); C2SIM.Schema101.MIPRequestCategoryCodeType.createEnum('C2SIM.Schema101.MIPRequestCategoryCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ACTION | 0 |  |
| ASSOC | 1 |  |
| CAPAB | 2 |  |
| HOLDNG | 3 |  |
| HOSTIL | 4 |  |
| LOCATN | 5 |  |
| PRESNC | 6 |  |
| STATUS | 7 |  |
| TYPE | 8 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MIPRequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MIPRequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MIPRequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MIPRequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MIPRequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MIPRequestContentType = function();  Type.createClass(  'C2SIM.Schema101.MIPRequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MIPRequestContentType |

## Constructors

|  |  |
| --- | --- |
| [MIPRequestContentType](#_16A422E6_Topic) | Initializes a new instance of the MIPRequestContentType class |

## Properties

|  |  |
| --- | --- |
| [MIPRequestCategoryCode](#_78FB4A40_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MIPRequestContentType Constructor

Initializes a new instance of the [MIPRequestContentType](#_E9D67BFB_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MIPRequestContentType() |

|  |
| --- |
| C++ |
| public: MIPRequestContentType() |

|  |
| --- |
| F# |
| new : unit -> MIPRequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MIPRequestContentType = function(); |

## See Also

#### Reference

[MIPRequestContentType Class](#_E9D67BFB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MIPRequestContentType.MIPRequestCategoryCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MIPRequestContentType.MIPRequestCategoryCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MIPRequestCategoryCodeType MIPRequestCategoryCode { get; set; } |

|  |
| --- |
| C++ |
| public: property MIPRequestCategoryCodeType MIPRequestCategoryCode {  MIPRequestCategoryCodeType get ();  void set (MIPRequestCategoryCodeType value); } |

|  |
| --- |
| F# |
| member MIPRequestCategoryCode : MIPRequestCategoryCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_MIPRequestCategoryCode(); function set\_MIPRequestCategoryCode(value); |

#### Property Value

[MIPRequestCategoryCodeType](#_513817F0_Topic)

## See Also

#### Reference

[MIPRequestContentType Class](#_E9D67BFB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MipWeaponUseROEType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.MipWeaponUseROEType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MipWeaponUseROEType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MipWeaponUseROEType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MipWeaponUseROEType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MipWeaponUseROEType = function();  Type.createClass(  'C2SIM.Schema101.MipWeaponUseROEType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MipWeaponUseROEType |

## Constructors

|  |  |
| --- | --- |
| [MipWeaponUseROEType](#_B822B722_Topic) | Initializes a new instance of the MipWeaponUseROEType class |

## Properties

|  |  |
| --- | --- |
| [WeaponROECode](#_15EABD0E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MipWeaponUseROEType Constructor

Initializes a new instance of the [MipWeaponUseROEType](#_7CF8BFAD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MipWeaponUseROEType() |

|  |
| --- |
| C++ |
| public: MipWeaponUseROEType() |

|  |
| --- |
| F# |
| new : unit -> MipWeaponUseROEType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.MipWeaponUseROEType = function(); |

## See Also

#### Reference

[MipWeaponUseROEType Class](#_7CF8BFAD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# MipWeaponUseROEType.WeaponROECode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.MipWeaponUseROEType.WeaponROECode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CodeType WeaponROECode { get; set; } |

|  |
| --- |
| C++ |
| public: property CodeType^ WeaponROECode {  CodeType^ get ();  void set (CodeType^ value); } |

|  |
| --- |
| F# |
| member WeaponROECode : CodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_WeaponROECode(); function set\_WeaponROECode(value); |

#### Property Value

[CodeType](#_C605BE72_Topic)

## See Also

#### Reference

[MipWeaponUseROEType Class](#_7CF8BFAD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NamedEntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.NamedEntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NamedEntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NamedEntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NamedEntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NamedEntityTypeType = function();  Type.createClass(  'C2SIM.Schema101.NamedEntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NamedEntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [NamedEntityTypeType](#_4FCFAB80_Topic) | Initializes a new instance of the NamedEntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [EntityTypeString](#_8CE892C4_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NamedEntityTypeType Constructor

Initializes a new instance of the [NamedEntityTypeType](#_F564B07A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NamedEntityTypeType() |

|  |
| --- |
| C++ |
| public: NamedEntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> NamedEntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NamedEntityTypeType = function(); |

## See Also

#### Reference

[NamedEntityTypeType Class](#_F564B07A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NamedEntityTypeType.EntityTypeString Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NamedEntityTypeType.EntityTypeString"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EntityTypeString { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EntityTypeString {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EntityTypeString : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityTypeString(); function set\_EntityTypeString(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NamedEntityTypeType Class](#_F564B07A_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.NameObservationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NameObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NameObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NameObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NameObservationType = function();  Type.createClass(  'C2SIM.Schema101.NameObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NameObservationType |

## Constructors

|  |  |
| --- | --- |
| [NameObservationType](#_7A3A8402_Topic) | Initializes a new instance of the NameObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_706F2229_Topic) |  |
| [ConfidenceLevel](#_2EBB150_Topic) |  |
| [ConfidenceLevelSpecified](#_1DE541AE_Topic) |  |
| [HostilityStatusCode](#_1115D646_Topic) |  |
| [HostilityStatusCodeSpecified](#_4FC5E3BE_Topic) |  |
| [Marking](#_8AAFBA1F_Topic) |  |
| [Name](#_33991F5C_Topic) |  |
| [Side](#_19B1C2F9_Topic) |  |
| [UncertaintyInterval](#_9509C500_Topic) |  |
| [UncertaintyIntervalSpecified](#_63BAD418_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType Constructor

Initializes a new instance of the [NameObservationType](#_E634969D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NameObservationType() |

|  |
| --- |
| C++ |
| public: NameObservationType() |

|  |
| --- |
| F# |
| new : unit -> NameObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NameObservationType = function(); |

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.HostilityStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.HostilityStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HostilityStatusCodeType HostilityStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property HostilityStatusCodeType HostilityStatusCode {  HostilityStatusCodeType get ();  void set (HostilityStatusCodeType value); } |

|  |
| --- |
| F# |
| member HostilityStatusCode : HostilityStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCode(); function set\_HostilityStatusCode(value); |

#### Property Value

[HostilityStatusCodeType](#_DC9EDAAA_Topic)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.HostilityStatusCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.HostilityStatusCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool HostilityStatusCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool HostilityStatusCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member HostilityStatusCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCodeSpecified(); function set\_HostilityStatusCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.Side Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.Side"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Side { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Side {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Side : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Side(); function set\_Side(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NameObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NameObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_E634969D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.NBC\_EventType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NBC\_EventType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NBC\_EventType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NBC\_EventType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NBC\_EventType = function();  Type.createClass(  'C2SIM.Schema101.NBC\_EventType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NBC\_EventType |

## Constructors

|  |  |
| --- | --- |
| [NBC\_EventType](#_F1350B87_Topic) | Initializes a new instance of the NBC\_EventType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_F27F89F1_Topic) |  |
| [EntityType](#_3784306D_Topic) |  |
| [Marking](#_6C26698_Topic) |  |
| [Name](#_3FC01B6A_Topic) |  |
| [Owner](#_8A1C8DC2_Topic) |  |
| [UUID](#_6C39AF83_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType Constructor

Initializes a new instance of the [NBC\_EventType](#_F31AFAD2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NBC\_EventType() |

|  |
| --- |
| C++ |
| public: NBC\_EventType() |

|  |
| --- |
| F# |
| new : unit -> NBC\_EventType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NBC\_EventType = function(); |

## See Also

#### Reference

[NBC\_EventType Class](#_F31AFAD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NBC\_EventType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[NBC\_EventType Class](#_F31AFAD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NBC\_EventType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[NBC\_EventType Class](#_F31AFAD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NBC\_EventType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_F31AFAD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NBC\_EventType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_F31AFAD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NBC\_EventType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_F31AFAD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NBC\_EventType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NBC\_EventType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_F31AFAD2_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.NonMilitaryOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NonMilitaryOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NonMilitaryOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NonMilitaryOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NonMilitaryOrganizationType = function();  Type.createClass(  'C2SIM.Schema101.NonMilitaryOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NonMilitaryOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [NonMilitaryOrganizationType](#_D3F4F1D2_Topic) | Initializes a new instance of the NonMilitaryOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_3D3D5449_Topic) |  |
| [CurrentTask](#_F0213F65_Topic) |  |
| [EntityDescriptor](#_D1B15784_Topic) |  |
| [EntityType](#_9FC4FA48_Topic) |  |
| [Name](#_73507B5_Topic) |  |
| [Resource](#_F245EE2D_Topic) |  |
| [Subordinate](#_9E70C398_Topic) |  |
| [UUID](#_65E74D6A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType Constructor

Initializes a new instance of the [NonMilitaryOrganizationType](#_9A7FF4E1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NonMilitaryOrganizationType() |

|  |
| --- |
| C++ |
| public: NonMilitaryOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> NonMilitaryOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.NonMilitaryOrganizationType = function(); |

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_8BB30571_Topic)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.Subordinate Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.Subordinate"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Subordinate { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Subordinate {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Subordinate : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Subordinate(); function set\_Subordinate(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# NonMilitaryOrganizationType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.NonMilitaryOrganizationType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_9A7FF4E1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectDefinitionsType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ObjectDefinitionsType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObjectDefinitionsType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObjectDefinitionsType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObjectDefinitionsType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObjectDefinitionsType = function();  Type.createClass(  'C2SIM.Schema101.ObjectDefinitionsType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObjectDefinitionsType |

## Constructors

|  |  |
| --- | --- |
| [ObjectDefinitionsType](#_7CF099D7_Topic) | Initializes a new instance of the ObjectDefinitionsType class |

## Properties

|  |  |
| --- | --- |
| [AbstractObject](#_8C9774F2_Topic) |  |
| [Action](#_A71B0B60_Topic) |  |
| [Entity](#_E9F5515D_Topic) |  |
| [PlanPhaseReference](#_FFBB9CA1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectDefinitionsType Constructor

Initializes a new instance of the [ObjectDefinitionsType](#_751AC455_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType() |

|  |
| --- |
| C++ |
| public: ObjectDefinitionsType() |

|  |
| --- |
| F# |
| new : unit -> ObjectDefinitionsType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObjectDefinitionsType = function(); |

## See Also

#### Reference

[ObjectDefinitionsType Class](#_751AC455_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectDefinitionsType.AbstractObject Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectDefinitionsType.AbstractObject"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractObjectType[] AbstractObject { get; set; } |

|  |
| --- |
| C++ |
| public: property array<AbstractObjectType^>^ AbstractObject {  array<AbstractObjectType^>^ get ();  void set (array<AbstractObjectType^>^ value); } |

|  |
| --- |
| F# |
| member AbstractObject : AbstractObjectType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AbstractObject(); function set\_AbstractObject(value); |

#### Property Value

[AbstractObjectType](#_37984AB9_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_751AC455_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectDefinitionsType.Action Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectDefinitionsType.Action"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionType[] Action { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionType^>^ Action {  array<ActionType^>^ get ();  void set (array<ActionType^>^ value); } |

|  |
| --- |
| F# |
| member Action : ActionType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Action(); function set\_Action(value); |

#### Property Value

[ActionType](#_C44C73_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_751AC455_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectDefinitionsType.Entity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectDefinitionsType.Entity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType[] Entity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityType^>^ Entity {  array<EntityType^>^ get ();  void set (array<EntityType^>^ value); } |

|  |
| --- |
| F# |
| member Entity : EntityType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Entity(); function set\_Entity(value); |

#### Property Value

[EntityType](#_2BD28093_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_751AC455_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectDefinitionsType.PlanPhaseReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectDefinitionsType.PlanPhaseReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] PlanPhaseReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ PlanPhaseReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseReference(); function set\_PlanPhaseReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_751AC455_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectInitializationBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ObjectInitializationBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObjectInitializationBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObjectInitializationBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObjectInitializationBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObjectInitializationBodyType = function();  Type.createClass(  'C2SIM.Schema101.ObjectInitializationBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObjectInitializationBodyType |

## Constructors

|  |  |
| --- | --- |
| [ObjectInitializationBodyType](#_77E7E555_Topic) | Initializes a new instance of the ObjectInitializationBodyType class |

## Properties

|  |  |
| --- | --- |
| [InitializationDataFile](#_A15BEFAD_Topic) |  |
| [ObjectDefinitions](#_D6873FAA_Topic) |  |
| [ScenarioSetting](#_CB2629F_Topic) |  |
| [SystemEntityList](#_5BA06FB1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectInitializationBodyType Constructor

Initializes a new instance of the [ObjectInitializationBodyType](#_D76322BA_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectInitializationBodyType() |

|  |
| --- |
| C++ |
| public: ObjectInitializationBodyType() |

|  |
| --- |
| F# |
| new : unit -> ObjectInitializationBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObjectInitializationBodyType = function(); |

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_D76322BA_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectInitializationBodyType.InitializationDataFile Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectInitializationBodyType.InitializationDataFile"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType[] InitializationDataFile { get; set; } |

|  |
| --- |
| C++ |
| public: property array<InitializationDataFileType^>^ InitializationDataFile {  array<InitializationDataFileType^>^ get ();  void set (array<InitializationDataFileType^>^ value); } |

|  |
| --- |
| F# |
| member InitializationDataFile : InitializationDataFileType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_InitializationDataFile(); function set\_InitializationDataFile(value); |

#### Property Value

[InitializationDataFileType](#_1865CA2C_Topic)[]

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_D76322BA_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectInitializationBodyType.ObjectDefinitions Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectInitializationBodyType.ObjectDefinitions"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType ObjectDefinitions { get; set; } |

|  |
| --- |
| C++ |
| public: property ObjectDefinitionsType^ ObjectDefinitions {  ObjectDefinitionsType^ get ();  void set (ObjectDefinitionsType^ value); } |

|  |
| --- |
| F# |
| member ObjectDefinitions : ObjectDefinitionsType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ObjectDefinitions(); function set\_ObjectDefinitions(value); |

#### Property Value

[ObjectDefinitionsType](#_751AC455_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_D76322BA_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectInitializationBodyType.ScenarioSetting Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectInitializationBodyType.ScenarioSetting"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType ScenarioSetting { get; set; } |

|  |
| --- |
| C++ |
| public: property ScenarioSettingType^ ScenarioSetting {  ScenarioSettingType^ get ();  void set (ScenarioSettingType^ value); } |

|  |
| --- |
| F# |
| member ScenarioSetting : ScenarioSettingType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ScenarioSetting(); function set\_ScenarioSetting(value); |

#### Property Value

[ScenarioSettingType](#_F20641FF_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_D76322BA_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObjectInitializationBodyType.SystemEntityList Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObjectInitializationBodyType.SystemEntityList"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType SystemEntityList { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemEntityListType^ SystemEntityList {  SystemEntityListType^ get ();  void set (SystemEntityListType^ value); } |

|  |
| --- |
| F# |
| member SystemEntityList : SystemEntityListType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemEntityList(); function set\_SystemEntityList(value); |

#### Property Value

[SystemEntityListType](#_D2092254_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_D76322BA_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ObservationReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObservationReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObservationReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObservationReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObservationReportContentType = function();  Type.createClass(  'C2SIM.Schema101.ObservationReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObservationReportContentType |

## Constructors

|  |  |
| --- | --- |
| [ObservationReportContentType](#_3FA12CBA_Topic) | Initializes a new instance of the ObservationReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_C7214B26_Topic) |  |
| [Observation](#_9335D665_Topic) |  |
| [TimeOfObservation](#_663A46FA_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationReportContentType Constructor

Initializes a new instance of the [ObservationReportContentType](#_4FE1FA8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationReportContentType() |

|  |
| --- |
| C++ |
| public: ObservationReportContentType() |

|  |
| --- |
| F# |
| new : unit -> ObservationReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObservationReportContentType = function(); |

## See Also

#### Reference

[ObservationReportContentType Class](#_4FE1FA8_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationReportContentType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObservationReportContentType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[ObservationReportContentType Class](#_4FE1FA8_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationReportContentType.Observation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObservationReportContentType.Observation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationType[] Observation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ObservationType^>^ Observation {  array<ObservationType^>^ get ();  void set (array<ObservationType^>^ value); } |

|  |
| --- |
| F# |
| member Observation : ObservationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Observation(); function set\_Observation(value); |

#### Property Value

[ObservationType](#_67D23BBC_Topic)[]

## See Also

#### Reference

[ObservationReportContentType Class](#_4FE1FA8_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationReportContentType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObservationReportContentType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[ObservationReportContentType Class](#_4FE1FA8_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ObservationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObservationType = function();  Type.createClass(  'C2SIM.Schema101.ObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObservationType |

## Constructors

|  |  |
| --- | --- |
| [ObservationType](#_73E81541_Topic) | Initializes a new instance of the ObservationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_A9416211_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationType Constructor

Initializes a new instance of the [ObservationType](#_67D23BBC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationType() |

|  |
| --- |
| C++ |
| public: ObservationType() |

|  |
| --- |
| F# |
| new : unit -> ObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ObservationType = function(); |

## See Also

#### Reference

[ObservationType Class](#_67D23BBC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ObservationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ObservationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ObservationType Class](#_67D23BBC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OnOrderTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.OnOrderTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OnOrderTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OnOrderTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OnOrderTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OnOrderTriggerType = function();  Type.createClass(  'C2SIM.Schema101.OnOrderTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OnOrderTriggerType |

## Constructors

|  |  |
| --- | --- |
| [OnOrderTriggerType](#_99AB4F6C_Topic) | Initializes a new instance of the OnOrderTriggerType class |

## Properties

|  |  |
| --- | --- |
| [TaskReference](#_1055BE4_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OnOrderTriggerType Constructor

Initializes a new instance of the [OnOrderTriggerType](#_829589C8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OnOrderTriggerType() |

|  |
| --- |
| C++ |
| public: OnOrderTriggerType() |

|  |
| --- |
| F# |
| new : unit -> OnOrderTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OnOrderTriggerType = function(); |

## See Also

#### Reference

[OnOrderTriggerType Class](#_829589C8_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OnOrderTriggerType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OnOrderTriggerType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TaskReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OnOrderTriggerType Class](#_829589C8_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OperationalStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.OperationalStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum OperationalStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class OperationalStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OperationalStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OperationalStatusCodeType = function(); C2SIM.Schema101.OperationalStatusCodeType.createEnum('C2SIM.Schema101.OperationalStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| FullyOperational | 0 |  |
| MostlyOperational | 1 |  |
| NotOperational | 2 |  |
| PartlyOperational | 3 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OperationalStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.OperationalStatusType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OperationalStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OperationalStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OperationalStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OperationalStatusType = function();  Type.createClass(  'C2SIM.Schema101.OperationalStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OperationalStatusType |

## Constructors

|  |  |
| --- | --- |
| [OperationalStatusType](#_E5280769_Topic) | Initializes a new instance of the OperationalStatusType class |

## Properties

|  |  |
| --- | --- |
| [OperationalStatusCode](#_9DF9DF43_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OperationalStatusType Constructor

Initializes a new instance of the [OperationalStatusType](#_95735509_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusType() |

|  |
| --- |
| C++ |
| public: OperationalStatusType() |

|  |
| --- |
| F# |
| new : unit -> OperationalStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OperationalStatusType = function(); |

## See Also

#### Reference

[OperationalStatusType Class](#_95735509_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OperationalStatusType.OperationalStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OperationalStatusType.OperationalStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusCodeType OperationalStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property OperationalStatusCodeType OperationalStatusCode {  OperationalStatusCodeType get ();  void set (OperationalStatusCodeType value); } |

|  |
| --- |
| F# |
| member OperationalStatusCode : OperationalStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OperationalStatusCode(); function set\_OperationalStatusCode(value); |

#### Property Value

[OperationalStatusCodeType](#_BA4DF3D1_Topic)

## See Also

#### Reference

[OperationalStatusType Class](#_95735509_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.OrderBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrderBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrderBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrderBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OrderBodyType = function();  Type.createClass(  'C2SIM.Schema101.OrderBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrderBodyType |

## Constructors

|  |  |
| --- | --- |
| [OrderBodyType](#_3C73313_Topic) | Initializes a new instance of the OrderBodyType class |

## Properties

|  |  |
| --- | --- |
| [Entity](#_CC78C6AF_Topic) |  |
| [FromSender](#_640D5A21_Topic) |  |
| [IssuedTime](#_56E8ECCB_Topic) |  |
| [OrderID](#_8E8C5092_Topic) |  |
| [RequestingEntity](#_9BB49B04_Topic) |  |
| [Task](#_4EA825DD_Topic) |  |
| [TaskReference](#_AD53BE21_Topic) |  |
| [ToReceiver](#_7C77CCA6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType Constructor

Initializes a new instance of the [OrderBodyType](#_CA438880_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrderBodyType() |

|  |
| --- |
| C++ |
| public: OrderBodyType() |

|  |
| --- |
| F# |
| new : unit -> OrderBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OrderBodyType = function(); |

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.Entity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.Entity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType[] Entity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityType^>^ Entity {  array<EntityType^>^ get ();  void set (array<EntityType^>^ value); } |

|  |
| --- |
| F# |
| member Entity : EntityType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Entity(); function set\_Entity(value); |

#### Property Value

[EntityType](#_2BD28093_Topic)[]

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.IssuedTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.IssuedTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType IssuedTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ IssuedTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member IssuedTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_IssuedTime(); function set\_IssuedTime(value); |

#### Property Value

[DateTimeType](#_E1717A8D_Topic)

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.OrderID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.OrderID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string OrderID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ OrderID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member OrderID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_OrderID(); function set\_OrderID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.RequestingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.RequestingEntity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RequestingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RequestingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RequestingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestingEntity(); function set\_RequestingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.Task Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.Task"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType[] Task { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskType^>^ Task {  array<TaskType^>^ get ();  void set (array<TaskType^>^ value); } |

|  |
| --- |
| F# |
| member Task : TaskType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Task(); function set\_Task(value); |

#### Property Value

[TaskType](#_6AD399EC_Topic)[]

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ TaskReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrderBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrderBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_CA438880_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrganizationCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.OrganizationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrganizationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrganizationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrganizationCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OrganizationCodeType = function();  Type.createClass(  'C2SIM.Schema101.OrganizationCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrganizationCodeType |

## Constructors

|  |  |
| --- | --- |
| [OrganizationCodeType](#_C724B673_Topic) | Initializes a new instance of the OrganizationCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_57F9C1BE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrganizationCodeType Constructor

Initializes a new instance of the [OrganizationCodeType](#_584554BB_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrganizationCodeType() |

|  |
| --- |
| C++ |
| public: OrganizationCodeType() |

|  |
| --- |
| F# |
| new : unit -> OrganizationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OrganizationCodeType = function(); |

## See Also

#### Reference

[OrganizationCodeType Class](#_584554BB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrganizationCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrganizationCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[OrganizationCodeType Class](#_584554BB_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrganizationTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.OrganizationTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum OrganizationTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class OrganizationTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrganizationTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OrganizationTypeCodeType = function(); C2SIM.Schema101.OrganizationTypeCodeType.createEnum('C2SIM.Schema101.OrganizationTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| CIVCON | 0 |  |
| CNTRCT | 1 |  |
| CRIMIN | 2 |  |
| DSPLPR | 3 |  |
| EDUCAL | 4 |  |
| FINCAL | 5 |  |
| FRNFGT | 6 |  |
| GANG | 7 |  |
| INSRGT | 8 |  |
| INTEL | 9 |  |
| INTLCT | 10 |  |
| JRNLST | 11 |  |
| JUDCAL | 12 |  |
| LNDOWN | 13 |  |
| LOCINH | 14 |  |
| MEDCAL | 15 |  |
| MEDINT | 16 |  |
| MEDLCL | 17 |  |
| MEDNAT | 18 |  |
| MEDNOS | 19 |  |
| MRCHNT | 20 |  |
| NKN | 21 |  |
| NOS | 22 |  |
| POLCHF | 23 |  |
| POLICE | 24 |  |
| POLTCL | 25 |  |
| POW | 26 |  |
| PRSNR | 27 |  |
| REFUGE | 28 |  |
| SHURA | 29 |  |
| SOCIAL | 30 |  |
| TERRST | 31 |  |
| TRIBAL | 32 |  |
| VILELD | 33 |  |
| WRITER | 34 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrientationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.OrientationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrientationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrientationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrientationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OrientationType = function();  Type.createClass(  'C2SIM.Schema101.OrientationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrientationType |

## Constructors

|  |  |
| --- | --- |
| [OrientationType](#_66DC9F02_Topic) | Initializes a new instance of the OrientationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_CC8C8093_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrientationType Constructor

Initializes a new instance of the [OrientationType](#_398BCFB9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType() |

|  |
| --- |
| C++ |
| public: OrientationType() |

|  |
| --- |
| F# |
| new : unit -> OrientationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OrientationType = function(); |

## See Also

#### Reference

[OrientationType Class](#_398BCFB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OrientationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OrientationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[OrientationType Class](#_398BCFB9_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OverlayType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.OverlayType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OverlayType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OverlayType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OverlayType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OverlayType = function();  Type.createClass(  'C2SIM.Schema101.OverlayType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OverlayType |

## Constructors

|  |  |
| --- | --- |
| [OverlayType](#_95385DD0_Topic) | Initializes a new instance of the OverlayType class |

## Properties

|  |  |
| --- | --- |
| [EntityReference](#_14F93235_Topic) |  |
| [Name](#_58DC09C_Topic) |  |
| [UUID](#_781CDB81_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OverlayType Constructor

Initializes a new instance of the [OverlayType](#_E40F02CD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OverlayType() |

|  |
| --- |
| C++ |
| public: OverlayType() |

|  |
| --- |
| F# |
| new : unit -> OverlayType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.OverlayType = function(); |

## See Also

#### Reference

[OverlayType Class](#_E40F02CD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OverlayType.EntityReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OverlayType.EntityReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] EntityReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ EntityReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member EntityReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityReference(); function set\_EntityReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OverlayType Class](#_E40F02CD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OverlayType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OverlayType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OverlayType Class](#_E40F02CD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# OverlayType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.OverlayType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OverlayType Class](#_E40F02CD_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PersonType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PersonType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PersonType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PersonType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PersonType = function();  Type.createClass(  'C2SIM.Schema101.PersonType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PersonType |

## Constructors

|  |  |
| --- | --- |
| [PersonType](#_D0C1F1F0_Topic) | Initializes a new instance of the PersonType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_D13FB6F3_Topic) |  |
| [CurrentTask](#_F869BA16_Topic) |  |
| [EntityDescriptor](#_75AE7122_Topic) |  |
| [EntityType](#_4529E0FF_Topic) |  |
| [Marking](#_18B35EE2_Topic) |  |
| [Name](#_8C02ED6E_Topic) |  |
| [Resource](#_884E45B9_Topic) |  |
| [UUID](#_D0D11E66_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType Constructor

Initializes a new instance of the [PersonType](#_3EFE4AEC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PersonType() |

|  |
| --- |
| C++ |
| public: PersonType() |

|  |
| --- |
| F# |
| new : unit -> PersonType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PersonType = function(); |

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_8BB30571_Topic)

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PersonType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PersonType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_3EFE4AEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PhysicalConceptType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PhysicalConceptType = function();  Type.createClass(  'C2SIM.Schema101.PhysicalConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalConceptType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalConceptType](#_9230F7EF_Topic) | Initializes a new instance of the PhysicalConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_62F77EA1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalConceptType Constructor

Initializes a new instance of the [PhysicalConceptType](#_8B466555_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalConceptType() |

|  |
| --- |
| C++ |
| public: PhysicalConceptType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PhysicalConceptType = function(); |

## See Also

#### Reference

[PhysicalConceptType Class](#_8B466555_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PhysicalConceptType Class](#_8B466555_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PhysicalEntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PhysicalEntityType = function();  Type.createClass(  'C2SIM.Schema101.PhysicalEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalEntityType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalEntityType](#_942191DA_Topic) | Initializes a new instance of the PhysicalEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_2582D419_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalEntityType Constructor

Initializes a new instance of the [PhysicalEntityType](#_586EE18C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalEntityType() |

|  |
| --- |
| C++ |
| public: PhysicalEntityType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PhysicalEntityType = function(); |

## See Also

#### Reference

[PhysicalEntityType Class](#_586EE18C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PhysicalEntityType Class](#_586EE18C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PhysicalStateType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalStateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalStateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalStateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PhysicalStateType = function();  Type.createClass(  'C2SIM.Schema101.PhysicalStateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalStateType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalStateType](#_E3AD5122_Topic) | Initializes a new instance of the PhysicalStateType class |

## Properties

|  |  |
| --- | --- |
| [DateTime](#_F890D9D1_Topic) |  |
| [DirectionOfMovement](#_F4D35833_Topic) |  |
| [EntityHealthStatus](#_5B600CC_Topic) |  |
| [Location](#_3F22D714_Topic) |  |
| [Orientation](#_4C13E2AA_Topic) |  |
| [Speed](#_2A6F86E0_Topic) |  |
| [SpeedSpecified](#_60FD6679_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType Constructor

Initializes a new instance of the [PhysicalStateType](#_35BE4693_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalStateType() |

|  |
| --- |
| C++ |
| public: PhysicalStateType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalStateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PhysicalStateType = function(); |

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType.DateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalStateType.DateTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType DateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ DateTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member DateTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DateTime(); function set\_DateTime(value); |

#### Property Value

[DateTimeType](#_E1717A8D_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType.DirectionOfMovement Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalStateType.DirectionOfMovement"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType DirectionOfMovement { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ DirectionOfMovement {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member DirectionOfMovement : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DirectionOfMovement(); function set\_DirectionOfMovement(value); |

#### Property Value

[OrientationType](#_398BCFB9_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalStateType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_D00A8A64_Topic)[]

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalStateType.Location"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_F66CA62_Topic)[]

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType.Orientation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalStateType.Orientation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType Orientation { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ Orientation {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member Orientation : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Orientation(); function set\_Orientation(value); |

#### Property Value

[OrientationType](#_398BCFB9_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType.Speed Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalStateType.Speed"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Speed { get; set; } |

|  |
| --- |
| C++ |
| public: property double Speed {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Speed : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Speed(); function set\_Speed(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PhysicalStateType.SpeedSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PhysicalStateType.SpeedSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SpeedSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SpeedSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SpeedSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpeedSpecified(); function set\_SpeedSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[PhysicalStateType Class](#_35BE4693_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PlanBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlanBodyType = function();  Type.createClass(  'C2SIM.Schema101.PlanBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanBodyType |

## Constructors

|  |  |
| --- | --- |
| [PlanBodyType](#_ECE0E7C1_Topic) | Initializes a new instance of the PlanBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_2AEA5140_Topic) |  |
| [PlanPhase](#_BB2EC93B_Topic) |  |
| [PlanPhaseReference](#_DC89C06A_Topic) |  |
| [ToBeExecutedNow](#_C55921AD_Topic) |  |
| [ToReceiver](#_83606A12_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanBodyType Constructor

Initializes a new instance of the [PlanBodyType](#_F018859D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanBodyType() |

|  |
| --- |
| C++ |
| public: PlanBodyType() |

|  |
| --- |
| F# |
| new : unit -> PlanBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlanBodyType = function(); |

## See Also

#### Reference

[PlanBodyType Class](#_F018859D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlanBodyType Class](#_F018859D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanBodyType.PlanPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanBodyType.PlanPhase"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType[] PlanPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property array<PlanPhaseType^>^ PlanPhase {  array<PlanPhaseType^>^ get ();  void set (array<PlanPhaseType^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhase : PlanPhaseType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhase(); function set\_PlanPhase(value); |

#### Property Value

[PlanPhaseType](#_6FC013F4_Topic)[]

## See Also

#### Reference

[PlanBodyType Class](#_F018859D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanBodyType.PlanPhaseReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanBodyType.PlanPhaseReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] PlanPhaseReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ PlanPhaseReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseReference(); function set\_PlanPhaseReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PlanBodyType Class](#_F018859D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanBodyType.ToBeExecutedNow Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanBodyType.ToBeExecutedNow"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ToBeExecutedNow { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ToBeExecutedNow {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ToBeExecutedNow : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToBeExecutedNow(); function set\_ToBeExecutedNow(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[PlanBodyType Class](#_F018859D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlanBodyType Class](#_F018859D_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseCompletionConditionType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.PlanPhaseCompletionConditionType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum PlanPhaseCompletionConditionType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class PlanPhaseCompletionConditionType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseCompletionConditionType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlanPhaseCompletionConditionType = function(); C2SIM.Schema101.PlanPhaseCompletionConditionType.createEnum('C2SIM.Schema101.PlanPhaseCompletionConditionType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AllTasksComplete | 0 |  |
| OneTaskComplete | 1 |  |
| OtherOrderReceived | 2 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PlanPhaseTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanPhaseTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanPhaseTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlanPhaseTriggerType = function();  Type.createClass(  'C2SIM.Schema101.PlanPhaseTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanPhaseTriggerType |

## Constructors

|  |  |
| --- | --- |
| [PlanPhaseTriggerType](#_3CFFBAAD_Topic) | Initializes a new instance of the PlanPhaseTriggerType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_CD796450_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseTriggerType Constructor

Initializes a new instance of the [PlanPhaseTriggerType](#_F7DB2B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseTriggerType() |

|  |
| --- |
| C++ |
| public: PlanPhaseTriggerType() |

|  |
| --- |
| F# |
| new : unit -> PlanPhaseTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlanPhaseTriggerType = function(); |

## See Also

#### Reference

[PlanPhaseTriggerType Class](#_F7DB2B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseTriggerType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanPhaseTriggerType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PlanPhaseTriggerType Class](#_F7DB2B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PlanPhaseType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanPhaseType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanPhaseType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlanPhaseType = function();  Type.createClass(  'C2SIM.Schema101.PlanPhaseType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanPhaseType |

## Constructors

|  |  |
| --- | --- |
| [PlanPhaseType](#_68AF93CD_Topic) | Initializes a new instance of the PlanPhaseType class |

## Properties

|  |  |
| --- | --- |
| [PlanPhaseCompletionCondition](#_42156A3E_Topic) |  |
| [PlanPhaseTrigger](#_61BE9935_Topic) |  |
| [SubPhase](#_38D3248C_Topic) |  |
| [TaskReference](#_EF506C30_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseType Constructor

Initializes a new instance of the [PlanPhaseType](#_6FC013F4_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType() |

|  |
| --- |
| C++ |
| public: PlanPhaseType() |

|  |
| --- |
| F# |
| new : unit -> PlanPhaseType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlanPhaseType = function(); |

## See Also

#### Reference

[PlanPhaseType Class](#_6FC013F4_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseType.PlanPhaseCompletionCondition Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanPhaseType.PlanPhaseCompletionCondition"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseCompletionConditionType PlanPhaseCompletionCondition { get; set; } |

|  |
| --- |
| C++ |
| public: property PlanPhaseCompletionConditionType PlanPhaseCompletionCondition {  PlanPhaseCompletionConditionType get ();  void set (PlanPhaseCompletionConditionType value); } |

|  |
| --- |
| F# |
| member PlanPhaseCompletionCondition : PlanPhaseCompletionConditionType with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseCompletionCondition(); function set\_PlanPhaseCompletionCondition(value); |

#### Property Value

[PlanPhaseCompletionConditionType](#_C93148BB_Topic)

## See Also

#### Reference

[PlanPhaseType Class](#_6FC013F4_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseType.PlanPhaseTrigger Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanPhaseType.PlanPhaseTrigger"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseTriggerType PlanPhaseTrigger { get; set; } |

|  |
| --- |
| C++ |
| public: property PlanPhaseTriggerType^ PlanPhaseTrigger {  PlanPhaseTriggerType^ get ();  void set (PlanPhaseTriggerType^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseTrigger : PlanPhaseTriggerType with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseTrigger(); function set\_PlanPhaseTrigger(value); |

#### Property Value

[PlanPhaseTriggerType](#_F7DB2B_Topic)

## See Also

#### Reference

[PlanPhaseType Class](#_6FC013F4_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseType.SubPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanPhaseType.SubPhase"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType[] SubPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property array<PlanPhaseType^>^ SubPhase {  array<PlanPhaseType^>^ get ();  void set (array<PlanPhaseType^>^ value); } |

|  |
| --- |
| F# |
| member SubPhase : PlanPhaseType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubPhase(); function set\_SubPhase(value); |

#### Property Value

[PlanPhaseType](#_6FC013F4_Topic)[]

## See Also

#### Reference

[PlanPhaseType Class](#_6FC013F4_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlanPhaseType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlanPhaseType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ TaskReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PlanPhaseType Class](#_6FC013F4_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlatformType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PlatformType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlatformType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlatformType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlatformType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlatformType = function();  Type.createClass(  'C2SIM.Schema101.PlatformType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlatformType |

## Constructors

|  |  |
| --- | --- |
| [PlatformType](#_C4E30B0A_Topic) | Initializes a new instance of the PlatformType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_2C3F85E6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlatformType Constructor

Initializes a new instance of the [PlatformType](#_91B9E79F_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlatformType() |

|  |
| --- |
| C++ |
| public: PlatformType() |

|  |
| --- |
| F# |
| new : unit -> PlatformType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PlatformType = function(); |

## See Also

#### Reference

[PlatformType Class](#_91B9E79F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PlatformType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PlatformType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PlatformType Class](#_91B9E79F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PointType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PointType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PointType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PointType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PointType = function();  Type.createClass(  'C2SIM.Schema101.PointType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PointType |

## Constructors

|  |  |
| --- | --- |
| [PointType](#_1CC211D8_Topic) | Initializes a new instance of the PointType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_144DE9A5_Topic) |  |
| [EntityType](#_F7C5209B_Topic) |  |
| [Marking](#_D2BED900_Topic) |  |
| [Name](#_AA772907_Topic) |  |
| [Owner](#_BB3567EB_Topic) |  |
| [UUID](#_1A8B2E9A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType Constructor

Initializes a new instance of the [PointType](#_1EB27C04_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PointType() |

|  |
| --- |
| C++ |
| public: PointType() |

|  |
| --- |
| F# |
| new : unit -> PointType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PointType = function(); |

## See Also

#### Reference

[PointType Class](#_1EB27C04_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PointType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[PointType Class](#_1EB27C04_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PointType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[PointType Class](#_1EB27C04_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PointType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_1EB27C04_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PointType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_1EB27C04_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PointType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_1EB27C04_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PointType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PointType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_1EB27C04_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PositionReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PositionReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PositionReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PositionReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PositionReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PositionReportContentType = function();  Type.createClass(  'C2SIM.Schema101.PositionReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PositionReportContentType |

## Constructors

|  |  |
| --- | --- |
| [PositionReportContentType](#_FBE884EB_Topic) | Initializes a new instance of the PositionReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_5A32DE7_Topic) |  |
| [EntityHealthStatus](#_44466C08_Topic) |  |
| [Location](#_A1B40F2A_Topic) |  |
| [SubjectEntity](#_73D8032_Topic) |  |
| [TimeOfObservation](#_CEB4223F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PositionReportContentType Constructor

Initializes a new instance of the [PositionReportContentType](#_F5CDAEEC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PositionReportContentType() |

|  |
| --- |
| C++ |
| public: PositionReportContentType() |

|  |
| --- |
| F# |
| new : unit -> PositionReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PositionReportContentType = function(); |

## See Also

#### Reference

[PositionReportContentType Class](#_F5CDAEEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PositionReportContentType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PositionReportContentType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_F5CDAEEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PositionReportContentType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PositionReportContentType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_D00A8A64_Topic)[]

## See Also

#### Reference

[PositionReportContentType Class](#_F5CDAEEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PositionReportContentType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PositionReportContentType.Location"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType Location { get; set; } |

|  |
| --- |
| C++ |
| public: property LocationType^ Location {  LocationType^ get ();  void set (LocationType^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_F66CA62_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_F5CDAEEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PositionReportContentType.SubjectEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PositionReportContentType.SubjectEntity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SubjectEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SubjectEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SubjectEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubjectEntity(); function set\_SubjectEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PositionReportContentType Class](#_F5CDAEEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PositionReportContentType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PositionReportContentType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_F5CDAEEC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PriorPhaseCompletionTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.PriorPhaseCompletionTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PriorPhaseCompletionTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PriorPhaseCompletionTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PriorPhaseCompletionTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PriorPhaseCompletionTriggerType = function();  Type.createClass(  'C2SIM.Schema101.PriorPhaseCompletionTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PriorPhaseCompletionTriggerType |

## Constructors

|  |  |
| --- | --- |
| [PriorPhaseCompletionTriggerType](#_EC6FC794_Topic) | Initializes a new instance of the PriorPhaseCompletionTriggerType class |

## Properties

|  |  |
| --- | --- |
| [TriggerPhase](#_A5D33A4B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PriorPhaseCompletionTriggerType Constructor

Initializes a new instance of the [PriorPhaseCompletionTriggerType](#_D224891F_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PriorPhaseCompletionTriggerType() |

|  |
| --- |
| C++ |
| public: PriorPhaseCompletionTriggerType() |

|  |
| --- |
| F# |
| new : unit -> PriorPhaseCompletionTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.PriorPhaseCompletionTriggerType = function(); |

## See Also

#### Reference

[PriorPhaseCompletionTriggerType Class](#_D224891F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# PriorPhaseCompletionTriggerType.TriggerPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema101.PriorPhaseCompletionTriggerType.TriggerPhase"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TriggerPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TriggerPhase {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TriggerPhase : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TriggerPhase(); function set\_TriggerPhase(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PriorPhaseCompletionTriggerType Class](#_D224891F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReinforcedReducedTypeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.ReinforcedReducedTypeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ReinforcedReducedTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ReinforcedReducedTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReinforcedReducedTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ReinforcedReducedTypeType = function(); C2SIM.Schema101.ReinforcedReducedTypeType.createEnum('C2SIM.Schema101.ReinforcedReducedTypeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| DETD | 0 |  |
| NORM | 1 |  |
| REIN | 2 |  |
| RIDT | 3 |  |
| ReinforcementNKN | 4 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.RelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RelationshipType = function();  Type.createClass(  'C2SIM.Schema101.RelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelationshipType |

## Constructors

|  |  |
| --- | --- |
| [RelationshipType](#_3494C4F9_Topic) | Initializes a new instance of the RelationshipType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_587B8896_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelationshipType Constructor

Initializes a new instance of the [RelationshipType](#_1D7E2B61_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelationshipType() |

|  |
| --- |
| C++ |
| public: RelationshipType() |

|  |
| --- |
| F# |
| new : unit -> RelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RelationshipType = function(); |

## See Also

#### Reference

[RelationshipType Class](#_1D7E2B61_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelationshipType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RelationshipType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[RelationshipType Class](#_1D7E2B61_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeLocationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.RelativeLocationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelativeLocationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelativeLocationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelativeLocationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RelativeLocationType = function();  Type.createClass(  'C2SIM.Schema101.RelativeLocationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelativeLocationType |

## Constructors

|  |  |
| --- | --- |
| [RelativeLocationType](#_E66E9E3F_Topic) | Initializes a new instance of the RelativeLocationType class |

## Properties

|  |  |
| --- | --- |
| [EntityReference](#_E0C5D260_Topic) |  |
| [SpatialOffset](#_C8F7EBF7_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeLocationType Constructor

Initializes a new instance of the [RelativeLocationType](#_2A61E3B1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelativeLocationType() |

|  |
| --- |
| C++ |
| public: RelativeLocationType() |

|  |
| --- |
| F# |
| new : unit -> RelativeLocationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RelativeLocationType = function(); |

## See Also

#### Reference

[RelativeLocationType Class](#_2A61E3B1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeLocationType.EntityReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RelativeLocationType.EntityReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EntityReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EntityReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EntityReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityReference(); function set\_EntityReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeLocationType Class](#_2A61E3B1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeLocationType.SpatialOffset Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RelativeLocationType.SpatialOffset"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SpatialOffsetType SpatialOffset { get; set; } |

|  |
| --- |
| C++ |
| public: property SpatialOffsetType^ SpatialOffset {  SpatialOffsetType^ get ();  void set (SpatialOffsetType^ value); } |

|  |
| --- |
| F# |
| member SpatialOffset : SpatialOffsetType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpatialOffset(); function set\_SpatialOffset(value); |

#### Property Value

[SpatialOffsetType](#_C427860C_Topic)

## See Also

#### Reference

[RelativeLocationType Class](#_2A61E3B1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.RelativeTimeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelativeTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelativeTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelativeTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RelativeTimeType = function();  Type.createClass(  'C2SIM.Schema101.RelativeTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelativeTimeType |

## Constructors

|  |  |
| --- | --- |
| [RelativeTimeType](#_8122D2C8_Topic) | Initializes a new instance of the RelativeTimeType class |

## Properties

|  |  |
| --- | --- |
| [DelayTimeAmount](#_866833BB_Topic) |  |
| [EventReference](#_2BABCC06_Topic) |  |
| [Name](#_A53B9D27_Topic) |  |
| [TimeReferenceCode](#_24D288D6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeTimeType Constructor

Initializes a new instance of the [RelativeTimeType](#_4DE23EE0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelativeTimeType() |

|  |
| --- |
| C++ |
| public: RelativeTimeType() |

|  |
| --- |
| F# |
| new : unit -> RelativeTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RelativeTimeType = function(); |

## See Also

#### Reference

[RelativeTimeType Class](#_4DE23EE0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeTimeType.DelayTimeAmount Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RelativeTimeType.DelayTimeAmount"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType DelayTimeAmount { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ DelayTimeAmount {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member DelayTimeAmount : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DelayTimeAmount(); function set\_DelayTimeAmount(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[RelativeTimeType Class](#_4DE23EE0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeTimeType.EventReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RelativeTimeType.EventReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EventReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EventReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EventReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EventReference(); function set\_EventReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeTimeType Class](#_4DE23EE0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RelativeTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeTimeType Class](#_4DE23EE0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RelativeTimeType.TimeReferenceCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RelativeTimeType.TimeReferenceCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeReferenceCodeType TimeReferenceCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeReferenceCodeType TimeReferenceCode {  TimeReferenceCodeType get ();  void set (TimeReferenceCodeType value); } |

|  |
| --- |
| F# |
| member TimeReferenceCode : TimeReferenceCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeReferenceCode(); function set\_TimeReferenceCode(value); |

#### Property Value

[TimeReferenceCodeType](#_B23BCFED_Topic)

## See Also

#### Reference

[RelativeTimeType Class](#_4DE23EE0_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReligionCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.ReligionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ReligionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ReligionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReligionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ReligionCodeType = function(); C2SIM.Schema101.ReligionCodeType.createEnum('C2SIM.Schema101.ReligionCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AFRMTH | 0 |  |
| ANGLCN | 1 |  |
| ANIMSM | 2 |  |
| APSTLC | 3 |  |
| ARMNAN | 4 |  |
| ARMORT | 5 |  |
| ASMGOD | 6 |  |
| ATHEST | 7 |  |
| BABYLN | 8 |  |
| BAHAI | 9 |  |
| BAPTST | 10 |  |
| BEHAI | 11 |  |
| BLGORT | 12 |  |
| BUDHSM | 13 |  |
| CALVNS | 14 |  |
| CATHLC | 15 |  |
| CHNDGY | 16 |  |
| CHRENG | 17 |  |
| CHRFRW | 18 |  |
| CHRGOD | 19 |  |
| CHRSLB | 20 |  |
| CHRSTN | 21 |  |
| CHRTVL | 22 |  |
| CNFCNS | 23 |  |
| CNG | 24 |  |
| CNGCCH | 25 |  |
| CNGNCH | 26 |  |
| CPTCHR | 27 |  |
| DRUZE | 28 |  |
| EKLNIE | 29 |  |
| EPSCPL | 30 |  |
| ESTORT | 31 |  |
| ETHORT | 32 |  |
| EVNALL | 33 |  |
| EVNGCH | 34 |  |
| EVNLUT | 35 |  |
| GEOORT | 36 |  |
| GRGARM | 37 |  |
| GRKCTH | 38 |  |
| GRKORT | 39 |  |
| HINDU | 40 |  |
| IBDMUS | 41 |  |
| INDGNS | 42 |  |
| ISLAMA | 43 |  |
| ISLAMC | 44 |  |
| ISLAMI | 45 |  |
| ISLAMN | 46 |  |
| JAINS | 47 |  |
| JHVWTN | 48 |  |
| JUDASM | 49 |  |
| KIEVPT | 50 |  |
| KMBNGS | 51 |  |
| LAMBUD | 52 |  |
| LNDMSN | 53 |  |
| LTRSNT | 54 |  |
| LUTHRN | 55 |  |
| MANDEA | 56 |  |
| MARONT | 57 |  |
| MENNTE | 58 |  |
| METHDS | 59 |  |
| MODKNG | 60 |  |
| MORMON | 61 |  |
| MSCWPT | 62 |  |
| MUSLIM | 63 |  |
| MUSMLY | 64 |  |
| MUSSHF | 65 |  |
| MUSZYD | 66 |  |
| NIUNCH | 67 |  |
| NKN | 68 |  |
| NONE | 69 |  |
| NOS | 70 |  |
| ORTHDX | 71 |  |
| PARSI | 72 |  |
| PGNAFR | 73 |  |
| PNTCST | 74 |  |
| PRSBYT | 75 |  |
| PRT | 76 |  |
| PRTADV | 77 |  |
| PRTEVN | 78 |  |
| PRTMRV | 79 |  |
| RMNCTH | 80 |  |
| RMNCTU | 81 |  |
| ROMORT | 82 |  |
| RUSORT | 83 |  |
| SHIMUS | 84 |  |
| SHINTO | 85 |  |
| SHMNSM | 86 |  |
| SIKH | 87 |  |
| SLVMUS | 88 |  |
| SOCFRD | 89 |  |
| SPRCLT | 90 |  |
| SUNMUS | 91 |  |
| SVNADV | 92 |  |
| SYNCHN | 93 |  |
| TAOISM | 94 |  |
| TBTBUD | 95 |  |
| THRVBD | 96 |  |
| TRBREL | 97 |  |
| TRD | 98 |  |
| TRDMYN | 99 |  |
| UKRAUT | 100 |  |
| UKRCTH | 101 |  |
| UKRORT | 102 |  |
| UNCH | 103 |  |
| UNCHAU | 104 |  |
| UNCHCN | 105 |  |
| UNCHPR | 106 |  |
| UNDMTH | 107 |  |
| UNDPRB | 108 |  |
| UNFRCH | 109 |  |
| UNICTH | 110 |  |
| VOODOO | 111 |  |
| ZRSTRN | 112 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ReportBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ReportBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ReportBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReportBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ReportBodyType = function();  Type.createClass(  'C2SIM.Schema101.ReportBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ReportBodyType |

## Constructors

|  |  |
| --- | --- |
| [ReportBodyType](#_9B1D284B_Topic) | Initializes a new instance of the ReportBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_56F7720E_Topic) |  |
| [ReportContent](#_E96D50A8_Topic) |  |
| [ReportID](#_6A760B1C_Topic) |  |
| [ReportingEntity](#_3326353B_Topic) |  |
| [ToReceiver](#_E003F41_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportBodyType Constructor

Initializes a new instance of the [ReportBodyType](#_B765A134_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportBodyType() |

|  |
| --- |
| C++ |
| public: ReportBodyType() |

|  |
| --- |
| F# |
| new : unit -> ReportBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ReportBodyType = function(); |

## See Also

#### Reference

[ReportBodyType Class](#_B765A134_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ReportBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_B765A134_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportBodyType.ReportContent Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ReportBodyType.ReportContent"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportContentType[] ReportContent { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ReportContentType^>^ ReportContent {  array<ReportContentType^>^ get ();  void set (array<ReportContentType^>^ value); } |

|  |
| --- |
| F# |
| member ReportContent : ReportContentType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportContent(); function set\_ReportContent(value); |

#### Property Value

[ReportContentType](#_D8036300_Topic)[]

## See Also

#### Reference

[ReportBodyType Class](#_B765A134_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportBodyType.ReportID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ReportBodyType.ReportID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReportID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReportID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReportID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportID(); function set\_ReportID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_B765A134_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportBodyType.ReportingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ReportBodyType.ReportingEntity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReportingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReportingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReportingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportingEntity(); function set\_ReportingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_B765A134_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ReportBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_B765A134_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ReportContentType = function();  Type.createClass(  'C2SIM.Schema101.ReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ReportContentType |

## Constructors

|  |  |
| --- | --- |
| [ReportContentType](#_E9DA5A2D_Topic) | Initializes a new instance of the ReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_E3604929_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportContentType Constructor

Initializes a new instance of the [ReportContentType](#_D8036300_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportContentType() |

|  |
| --- |
| C++ |
| public: ReportContentType() |

|  |
| --- |
| F# |
| new : unit -> ReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ReportContentType = function(); |

## See Also

#### Reference

[ReportContentType Class](#_D8036300_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ReportContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ReportContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ReportContentType Class](#_D8036300_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.RequestBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RequestBodyType = function();  Type.createClass(  'C2SIM.Schema101.RequestBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestBodyType |

## Constructors

|  |  |
| --- | --- |
| [RequestBodyType](#_5E936CFE_Topic) | Initializes a new instance of the RequestBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_A7A88313_Topic) |  |
| [RequestContent](#_F99DD39E_Topic) |  |
| [RequestingEntity](#_9E914BB7_Topic) |  |
| [ToReceiver](#_C729D6B1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestBodyType Constructor

Initializes a new instance of the [RequestBodyType](#_C9367532_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestBodyType() |

|  |
| --- |
| C++ |
| public: RequestBodyType() |

|  |
| --- |
| F# |
| new : unit -> RequestBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RequestBodyType = function(); |

## See Also

#### Reference

[RequestBodyType Class](#_C9367532_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RequestBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_C9367532_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestBodyType.RequestContent Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RequestBodyType.RequestContent"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestContentType[] RequestContent { get; set; } |

|  |
| --- |
| C++ |
| public: property array<RequestContentType^>^ RequestContent {  array<RequestContentType^>^ get ();  void set (array<RequestContentType^>^ value); } |

|  |
| --- |
| F# |
| member RequestContent : RequestContentType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestContent(); function set\_RequestContent(value); |

#### Property Value

[RequestContentType](#_23106E67_Topic)[]

## See Also

#### Reference

[RequestBodyType Class](#_C9367532_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestBodyType.RequestingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RequestBodyType.RequestingEntity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RequestingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RequestingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RequestingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestingEntity(); function set\_RequestingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_C9367532_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RequestBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_C9367532_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.RequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RequestContentType = function();  Type.createClass(  'C2SIM.Schema101.RequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestContentType |

## Constructors

|  |  |
| --- | --- |
| [RequestContentType](#_37A3019B_Topic) | Initializes a new instance of the RequestContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_3EC5D15_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestContentType Constructor

Initializes a new instance of the [RequestContentType](#_23106E67_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestContentType() |

|  |
| --- |
| C++ |
| public: RequestContentType() |

|  |
| --- |
| F# |
| new : unit -> RequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RequestContentType = function(); |

## See Also

#### Reference

[RequestContentType Class](#_23106E67_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RequestContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RequestContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[RequestContentType Class](#_23106E67_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ResourceObservationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourceObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourceObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourceObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ResourceObservationType = function();  Type.createClass(  'C2SIM.Schema101.ResourceObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourceObservationType |

## Constructors

|  |  |
| --- | --- |
| [ResourceObservationType](#_CD3F7B58_Topic) | Initializes a new instance of the ResourceObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_DFCE54E6_Topic) |  |
| [ConfidenceLevel](#_73F80C43_Topic) |  |
| [ConfidenceLevelSpecified](#_71AEE03E_Topic) |  |
| [Resource](#_3C20AB96_Topic) |  |
| [UncertaintyInterval](#_A39E1D72_Topic) |  |
| [UncertaintyIntervalSpecified](#_C93F6406_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType Constructor

Initializes a new instance of the [ResourceObservationType](#_2C2EE157_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceObservationType() |

|  |
| --- |
| C++ |
| public: ResourceObservationType() |

|  |
| --- |
| F# |
| new : unit -> ResourceObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ResourceObservationType = function(); |

## See Also

#### Reference

[ResourceObservationType Class](#_2C2EE157_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ResourceObservationType Class](#_2C2EE157_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceObservationType Class](#_2C2EE157_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ResourceObservationType Class](#_2C2EE157_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceObservationType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[ResourceObservationType Class](#_2C2EE157_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceObservationType Class](#_2C2EE157_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ResourceObservationType Class](#_2C2EE157_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourcesType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ResourcesType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourcesType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourcesType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourcesType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ResourcesType = function();  Type.createClass(  'C2SIM.Schema101.ResourcesType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourcesType |

## Constructors

|  |  |
| --- | --- |
| [ResourcesType](#_2872152_Topic) | Initializes a new instance of the ResourcesType class |

## Properties

|  |  |
| --- | --- |
| [Resource](#_2477025E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourcesType Constructor

Initializes a new instance of the [ResourcesType](#_AE1F1192_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourcesType() |

|  |
| --- |
| C++ |
| public: ResourcesType() |

|  |
| --- |
| F# |
| new : unit -> ResourcesType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ResourcesType = function(); |

## See Also

#### Reference

[ResourcesType Class](#_AE1F1192_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourcesType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourcesType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[ResourcesType Class](#_AE1F1192_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ResourceType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourceType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourceType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourceType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ResourceType = function();  Type.createClass(  'C2SIM.Schema101.ResourceType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourceType |

## Constructors

|  |  |
| --- | --- |
| [ResourceType](#_594C47F8_Topic) | Initializes a new instance of the ResourceType class |

## Properties

|  |  |
| --- | --- |
| [EntityType](#_EFFC81D2_Topic) |  |
| [Name](#_EFD5B7BD_Topic) |  |
| [Quantity](#_67637D6B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceType Constructor

Initializes a new instance of the [ResourceType](#_2583379F_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType() |

|  |
| --- |
| C++ |
| public: ResourceType() |

|  |
| --- |
| F# |
| new : unit -> ResourceType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ResourceType = function(); |

## See Also

#### Reference

[ResourceType Class](#_2583379F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[ResourceType Class](#_2583379F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ResourceType Class](#_2583379F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ResourceType.Quantity Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ResourceType.Quantity"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Quantity { get; set; } |

|  |
| --- |
| C++ |
| public: property double Quantity {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Quantity : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Quantity(); function set\_Quantity(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceType Class](#_2583379F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.RouteType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RouteType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RouteType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RouteType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RouteType = function();  Type.createClass(  'C2SIM.Schema101.RouteType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RouteType |

## Constructors

|  |  |
| --- | --- |
| [RouteType](#_DCA57C75_Topic) | Initializes a new instance of the RouteType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_F2720207_Topic) |  |
| [EntityType](#_3B546D84_Topic) |  |
| [Marking](#_D2844DFD_Topic) |  |
| [Name](#_F6CB866_Topic) |  |
| [Owner](#_A5509C16_Topic) |  |
| [UUID](#_624CB8C7_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType Constructor

Initializes a new instance of the [RouteType](#_EFCBB807_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RouteType() |

|  |
| --- |
| C++ |
| public: RouteType() |

|  |
| --- |
| F# |
| new : unit -> RouteType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RouteType = function(); |

## See Also

#### Reference

[RouteType Class](#_EFCBB807_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RouteType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[RouteType Class](#_EFCBB807_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RouteType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[RouteType Class](#_EFCBB807_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RouteType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_EFCBB807_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RouteType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_EFCBB807_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RouteType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_EFCBB807_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RouteType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RouteType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_EFCBB807_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RuleOfEngagementType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.RuleOfEngagementType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RuleOfEngagementType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RuleOfEngagementType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RuleOfEngagementType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RuleOfEngagementType = function();  Type.createClass(  'C2SIM.Schema101.RuleOfEngagementType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RuleOfEngagementType |

## Constructors

|  |  |
| --- | --- |
| [RuleOfEngagementType](#_EE85468_Topic) | Initializes a new instance of the RuleOfEngagementType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_223BCD5D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RuleOfEngagementType Constructor

Initializes a new instance of the [RuleOfEngagementType](#_AF4CD9D1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RuleOfEngagementType() |

|  |
| --- |
| C++ |
| public: RuleOfEngagementType() |

|  |
| --- |
| F# |
| new : unit -> RuleOfEngagementType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.RuleOfEngagementType = function(); |

## See Also

#### Reference

[RuleOfEngagementType Class](#_AF4CD9D1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# RuleOfEngagementType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.RuleOfEngagementType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MipWeaponUseROEType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property MipWeaponUseROEType^ Item {  MipWeaponUseROEType^ get ();  void set (MipWeaponUseROEType^ value); } |

|  |
| --- |
| F# |
| member Item : MipWeaponUseROEType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[MipWeaponUseROEType](#_7CF8BFAD_Topic)

## See Also

#### Reference

[RuleOfEngagementType Class](#_AF4CD9D1_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ScenarioSettingType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.ScenarioSettingType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ScenarioSettingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ScenarioSettingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ScenarioSettingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ScenarioSettingType = function();  Type.createClass(  'C2SIM.Schema101.ScenarioSettingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ScenarioSettingType |

## Constructors

|  |  |
| --- | --- |
| [ScenarioSettingType](#_98BE6101_Topic) | Initializes a new instance of the ScenarioSettingType class |

## Properties

|  |  |
| --- | --- |
| [DateTime](#_66859A8B_Topic) |  |
| [Version](#_C27A7D5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ScenarioSettingType Constructor

Initializes a new instance of the [ScenarioSettingType](#_F20641FF_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType() |

|  |
| --- |
| C++ |
| public: ScenarioSettingType() |

|  |
| --- |
| F# |
| new : unit -> ScenarioSettingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.ScenarioSettingType = function(); |

## See Also

#### Reference

[ScenarioSettingType Class](#_F20641FF_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ScenarioSettingType.DateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ScenarioSettingType.DateTime"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType DateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ DateTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member DateTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DateTime(); function set\_DateTime(value); |

#### Property Value

[DateTimeType](#_E1717A8D_Topic)

## See Also

#### Reference

[ScenarioSettingType Class](#_F20641FF_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# ScenarioSettingType.Version Property

[Missing <summary> documentation for "P:C2SIM.Schema101.ScenarioSettingType.Version"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Version { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Version {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Version : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Version(); function set\_Version(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ScenarioSettingType Class](#_F20641FF_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SecurityClassificationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.SecurityClassificationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum SecurityClassificationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class SecurityClassificationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SecurityClassificationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SecurityClassificationCodeType = function(); C2SIM.Schema101.SecurityClassificationCodeType.createEnum('C2SIM.Schema101.SecurityClassificationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| Confidential | 0 |  |
| Secret | 1 |  |
| TopSecret | 2 |  |
| Unclassified | 3 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SimulationTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SimulationTimeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SimulationTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SimulationTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SimulationTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SimulationTimeType = function();  Type.createClass(  'C2SIM.Schema101.SimulationTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SimulationTimeType |

## Constructors

|  |  |
| --- | --- |
| [SimulationTimeType](#_7DD64D12_Topic) | Initializes a new instance of the SimulationTimeType class |

## Properties

|  |  |
| --- | --- |
| [DelayTimeAmount](#_E6237E89_Topic) |  |
| [Name](#_FBCB42FC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SimulationTimeType Constructor

Initializes a new instance of the [SimulationTimeType](#_3D947D8C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SimulationTimeType() |

|  |
| --- |
| C++ |
| public: SimulationTimeType() |

|  |
| --- |
| F# |
| new : unit -> SimulationTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SimulationTimeType = function(); |

## See Also

#### Reference

[SimulationTimeType Class](#_3D947D8C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SimulationTimeType.DelayTimeAmount Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SimulationTimeType.DelayTimeAmount"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType DelayTimeAmount { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ DelayTimeAmount {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member DelayTimeAmount : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DelayTimeAmount(); function set\_DelayTimeAmount(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[SimulationTimeType Class](#_3D947D8C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SimulationTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SimulationTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SimulationTimeType Class](#_3D947D8C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SpatialOffsetType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SpatialOffsetType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SpatialOffsetType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SpatialOffsetType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SpatialOffsetType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SpatialOffsetType = function();  Type.createClass(  'C2SIM.Schema101.SpatialOffsetType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SpatialOffsetType |

## Constructors

|  |  |
| --- | --- |
| [SpatialOffsetType](#_897DCF9B_Topic) | Initializes a new instance of the SpatialOffsetType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_FC3AC191_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SpatialOffsetType Constructor

Initializes a new instance of the [SpatialOffsetType](#_C427860C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SpatialOffsetType() |

|  |
| --- |
| C++ |
| public: SpatialOffsetType() |

|  |
| --- |
| F# |
| new : unit -> SpatialOffsetType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SpatialOffsetType = function(); |

## See Also

#### Reference

[SpatialOffsetType Class](#_C427860C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SpatialOffsetType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SpatialOffsetType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CartesianOffsetType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property CartesianOffsetType^ Item {  CartesianOffsetType^ get ();  void set (CartesianOffsetType^ value); } |

|  |
| --- |
| F# |
| member Item : CartesianOffsetType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[CartesianOffsetType](#_9A0D973D_Topic)

## See Also

#### Reference

[SpatialOffsetType Class](#_C427860C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# StrengthType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.StrengthType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StrengthType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StrengthType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StrengthType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.StrengthType = function();  Type.createClass(  'C2SIM.Schema101.StrengthType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StrengthType |

## Constructors

|  |  |
| --- | --- |
| [StrengthType](#_73E4CC7C_Topic) | Initializes a new instance of the StrengthType class |

## Properties

|  |  |
| --- | --- |
| [StrengthPercentage](#_2FDD4673_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# StrengthType Constructor

Initializes a new instance of the [StrengthType](#_47A26A4B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StrengthType() |

|  |
| --- |
| C++ |
| public: StrengthType() |

|  |
| --- |
| F# |
| new : unit -> StrengthType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.StrengthType = function(); |

## See Also

#### Reference

[StrengthType Class](#_47A26A4B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# StrengthType.StrengthPercentage Property

[Missing <summary> documentation for "P:C2SIM.Schema101.StrengthType.StrengthPercentage"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string StrengthPercentage { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ StrengthPercentage {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member StrengthPercentage : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_StrengthPercentage(); function set\_StrengthPercentage(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[StrengthType Class](#_47A26A4B_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SubjectTypeObservationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SubjectTypeObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SubjectTypeObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SubjectTypeObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SubjectTypeObservationType = function();  Type.createClass(  'C2SIM.Schema101.SubjectTypeObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SubjectTypeObservationType |

## Constructors

|  |  |
| --- | --- |
| [SubjectTypeObservationType](#_B7524EC5_Topic) | Initializes a new instance of the SubjectTypeObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_439A39DE_Topic) |  |
| [ConfidenceLevel](#_529B02AC_Topic) |  |
| [ConfidenceLevelSpecified](#_7B19F1A5_Topic) |  |
| [EntityType](#_3671C505_Topic) |  |
| [UncertaintyInterval](#_AD5CF32E_Topic) |  |
| [UncertaintyIntervalSpecified](#_BD402CE2_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType Constructor

Initializes a new instance of the [SubjectTypeObservationType](#_576A0E7C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SubjectTypeObservationType() |

|  |
| --- |
| C++ |
| public: SubjectTypeObservationType() |

|  |
| --- |
| F# |
| new : unit -> SubjectTypeObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SubjectTypeObservationType = function(); |

## See Also

#### Reference

[SubjectTypeObservationType Class](#_576A0E7C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubjectTypeObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_576A0E7C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubjectTypeObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_576A0E7C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubjectTypeObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_576A0E7C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubjectTypeObservationType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[SubjectTypeObservationType Class](#_576A0E7C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubjectTypeObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_576A0E7C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubjectTypeObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubjectTypeObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_576A0E7C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SubsurfaceVesselType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SubsurfaceVesselType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SubsurfaceVesselType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SubsurfaceVesselType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SubsurfaceVesselType = function();  Type.createClass(  'C2SIM.Schema101.SubsurfaceVesselType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SubsurfaceVesselType |

## Constructors

|  |  |
| --- | --- |
| [SubsurfaceVesselType](#_21AAAC2_Topic) | Initializes a new instance of the SubsurfaceVesselType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_392BBBA2_Topic) |  |
| [CurrentTask](#_1AE3862E_Topic) |  |
| [EntityDescriptor](#_5AB89039_Topic) |  |
| [EntityType](#_1707A049_Topic) |  |
| [Marking](#_1011ED63_Topic) |  |
| [Name](#_A10469B6_Topic) |  |
| [Resource](#_D7BACEFD_Topic) |  |
| [UUID](#_948C91BE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType Constructor

Initializes a new instance of the [SubsurfaceVesselType](#_658D8E6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SubsurfaceVesselType() |

|  |
| --- |
| C++ |
| public: SubsurfaceVesselType() |

|  |
| --- |
| F# |
| new : unit -> SubsurfaceVesselType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SubsurfaceVesselType = function(); |

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_8BB30571_Topic)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SubsurfaceVesselType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SubsurfaceVesselType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_658D8E6_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SurfaceVesselType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SurfaceVesselType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SurfaceVesselType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SurfaceVesselType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SurfaceVesselType = function();  Type.createClass(  'C2SIM.Schema101.SurfaceVesselType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SurfaceVesselType |

## Constructors

|  |  |
| --- | --- |
| [SurfaceVesselType](#_56673165_Topic) | Initializes a new instance of the SurfaceVesselType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_C7DED721_Topic) |  |
| [CurrentTask](#_220F2BBF_Topic) |  |
| [EntityDescriptor](#_F5E0BA4B_Topic) |  |
| [EntityType](#_C24C90D2_Topic) |  |
| [Marking](#_BCA05F69_Topic) |  |
| [Name](#_2C0998E7_Topic) |  |
| [Resource](#_6D1D2475_Topic) |  |
| [UUID](#_B9140915_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType Constructor

Initializes a new instance of the [SurfaceVesselType](#_EDE3CA01_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SurfaceVesselType() |

|  |
| --- |
| C++ |
| public: SurfaceVesselType() |

|  |
| --- |
| F# |
| new : unit -> SurfaceVesselType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SurfaceVesselType = function(); |

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_8BB30571_Topic)

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SurfaceVesselType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SurfaceVesselType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_EDE3CA01_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemAcknowledgementBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SystemAcknowledgementBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemAcknowledgementBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemAcknowledgementBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemAcknowledgementBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SystemAcknowledgementBodyType = function();  Type.createClass(  'C2SIM.Schema101.SystemAcknowledgementBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemAcknowledgementBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemAcknowledgementBodyType](#_E8139C45_Topic) | Initializes a new instance of the SystemAcknowledgementBodyType class |

## Properties

|  |  |
| --- | --- |
| [AcknowledgeTypeCode](#_5C947C01_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemAcknowledgementBodyType Constructor

Initializes a new instance of the [SystemAcknowledgementBodyType](#_C5C51552_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemAcknowledgementBodyType() |

|  |
| --- |
| C++ |
| public: SystemAcknowledgementBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemAcknowledgementBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SystemAcknowledgementBodyType = function(); |

## See Also

#### Reference

[SystemAcknowledgementBodyType Class](#_C5C51552_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemAcknowledgementBodyType.AcknowledgeTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SystemAcknowledgementBodyType.AcknowledgeTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgeTypeCodeType AcknowledgeTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AcknowledgeTypeCodeType AcknowledgeTypeCode {  AcknowledgeTypeCodeType get ();  void set (AcknowledgeTypeCodeType value); } |

|  |
| --- |
| F# |
| member AcknowledgeTypeCode : AcknowledgeTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AcknowledgeTypeCode(); function set\_AcknowledgeTypeCode(value); |

#### Property Value

[AcknowledgeTypeCodeType](#_ACD497FF_Topic)

## See Also

#### Reference

[SystemAcknowledgementBodyType Class](#_C5C51552_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemCommandBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SystemCommandBodyType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemCommandBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemCommandBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SystemCommandBodyType = function();  Type.createClass(  'C2SIM.Schema101.SystemCommandBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemCommandBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemCommandBodyType](#_430DC0CF_Topic) | Initializes a new instance of the SystemCommandBodyType class |

## Properties

|  |  |
| --- | --- |
| [SystemCommandTypeCode](#_B129CC55_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemCommandBodyType Constructor

Initializes a new instance of the [SystemCommandBodyType](#_23CC8690_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandBodyType() |

|  |
| --- |
| C++ |
| public: SystemCommandBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemCommandBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SystemCommandBodyType = function(); |

## See Also

#### Reference

[SystemCommandBodyType Class](#_23CC8690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemCommandBodyType.SystemCommandTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SystemCommandBodyType.SystemCommandTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandTypeCodeType SystemCommandTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemCommandTypeCodeType SystemCommandTypeCode {  SystemCommandTypeCodeType get ();  void set (SystemCommandTypeCodeType value); } |

|  |
| --- |
| F# |
| member SystemCommandTypeCode : SystemCommandTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemCommandTypeCode(); function set\_SystemCommandTypeCode(value); |

#### Property Value

[SystemCommandTypeCodeType](#_3B4E6548_Topic)

## See Also

#### Reference

[SystemCommandBodyType Class](#_23CC8690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemCommandTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.SystemCommandTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum SystemCommandTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class SystemCommandTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SystemCommandTypeCodeType = function(); C2SIM.Schema101.SystemCommandTypeCodeType.createEnum('C2SIM.Schema101.SystemCommandTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| InitializationComplete | 0 |  |
| ShareScenario | 1 |  |
| StartScenario | 2 |  |
| StopScenario | 3 |  |
| SubmitInitialization | 4 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemEntityListType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.SystemEntityListType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemEntityListType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemEntityListType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemEntityListType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SystemEntityListType = function();  Type.createClass(  'C2SIM.Schema101.SystemEntityListType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemEntityListType |

## Constructors

|  |  |
| --- | --- |
| [SystemEntityListType](#_3B2D5A99_Topic) | Initializes a new instance of the SystemEntityListType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_C6D530C6_Topic) |  |
| [SystemName](#_2EFB78A1_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemEntityListType Constructor

Initializes a new instance of the [SystemEntityListType](#_D2092254_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType() |

|  |
| --- |
| C++ |
| public: SystemEntityListType() |

|  |
| --- |
| F# |
| new : unit -> SystemEntityListType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.SystemEntityListType = function(); |

## See Also

#### Reference

[SystemEntityListType Class](#_D2092254_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemEntityListType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SystemEntityListType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ ActorReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SystemEntityListType Class](#_D2092254_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# SystemEntityListType.SystemName Property

[Missing <summary> documentation for "P:C2SIM.Schema101.SystemEntityListType.SystemName"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SystemName { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SystemName {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SystemName : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemName(); function set\_SystemName(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SystemEntityListType Class](#_D2092254_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TacticalAreaType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TacticalAreaType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TacticalAreaType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TacticalAreaType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TacticalAreaType = function();  Type.createClass(  'C2SIM.Schema101.TacticalAreaType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TacticalAreaType |

## Constructors

|  |  |
| --- | --- |
| [TacticalAreaType](#_90F8F49E_Topic) | Initializes a new instance of the TacticalAreaType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_674BE783_Topic) |  |
| [EntityType](#_496EB01_Topic) |  |
| [Marking](#_2240C214_Topic) |  |
| [Name](#_A8F6FB2_Topic) |  |
| [Owner](#_F71DCC98_Topic) |  |
| [UUID](#_2234BD4F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType Constructor

Initializes a new instance of the [TacticalAreaType](#_28DED63_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TacticalAreaType() |

|  |
| --- |
| C++ |
| public: TacticalAreaType() |

|  |
| --- |
| F# |
| new : unit -> TacticalAreaType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TacticalAreaType = function(); |

## See Also

#### Reference

[TacticalAreaType Class](#_28DED63_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TacticalAreaType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[TacticalAreaType Class](#_28DED63_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TacticalAreaType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[TacticalAreaType Class](#_28DED63_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TacticalAreaType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_28DED63_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TacticalAreaType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_28DED63_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TacticalAreaType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_28DED63_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalAreaType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TacticalAreaType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_28DED63_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TacticalGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TacticalGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TacticalGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TacticalGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TacticalGraphicType = function();  Type.createClass(  'C2SIM.Schema101.TacticalGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TacticalGraphicType |

## Constructors

|  |  |
| --- | --- |
| [TacticalGraphicType](#_3D2A0930_Topic) | Initializes a new instance of the TacticalGraphicType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_1D02CB07_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalGraphicType Constructor

Initializes a new instance of the [TacticalGraphicType](#_32B3D339_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TacticalGraphicType() |

|  |
| --- |
| C++ |
| public: TacticalGraphicType() |

|  |
| --- |
| F# |
| new : unit -> TacticalGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TacticalGraphicType = function(); |

## See Also

#### Reference

[TacticalGraphicType Class](#_32B3D339_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TacticalGraphicType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TacticalGraphicType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TacticalGraphicType Class](#_32B3D339_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskActionCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskActionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskActionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskActionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskActionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskActionCodeType = function(); C2SIM.Schema101.TaskActionCodeType.createEnum('C2SIM.Schema101.TaskActionCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AssistOtherUnit | 0 |  |
| HoldInPlace | 1 |  |
| MoveToLocation | 2 |  |
| Observe | 3 |  |
| OrientToLocation | 4 |  |
| ReportPosition | 5 |  |
| UseCapability | 6 |  |
| ACQUIR | 7 |  |
| ADVANC | 8 |  |
| AEREVA | 9 |  |
| AERRFL | 10 |  |
| AEW | 11 |  |
| AEWCON | 12 |  |
| AIRDEF | 13 |  |
| AIRLND | 14 |  |
| AIRSUP | 15 |  |
| AIRSWP | 16 |  |
| AMBUSH | 17 |  |
| AMPH | 18 |  |
| AMPHWF | 19 |  |
| ANALYS | 20 |  |
| ANARWF | 21 |  |
| ANSBWF | 22 |  |
| ANSFWF | 23 |  |
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| SERCH | 405 |  |
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| SURVLE | 433 |  |
| SUSOAA | 434 |  |
| SWEEP | 435 |  |
| TCARRC | 436 |  |
| TGTDLT | 437 |  |
| THREAT | 438 |  |
| TOWTGT | 439 |  |
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| TRNSAA | 443 |  |
| TRVRS | 444 |  |
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## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskFunctionalAssociationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskFunctionalAssociationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskFunctionalAssociationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskFunctionalAssociationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskFunctionalAssociationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskFunctionalAssociationCodeType = function(); C2SIM.Schema101.TaskFunctionalAssociationCodeType.createEnum('C2SIM.Schema101.TaskFunctionalAssociationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ALT | 0 |  |
| HASPRV | 1 |  |
| HASSEC | 2 |  |
| HSA | 3 |  |
| IMO | 4 |  |
| INRSTO | 5 |  |
| IOT | 6 |  |
| ISAPRQ | 7 |  |
| ISCAUS | 8 |  |
| TPL | 9 |  |
| UAR | 10 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskFunctionalRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskFunctionalRelationType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskFunctionalRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskFunctionalRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskFunctionalRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskFunctionalRelationType = function();  Type.createClass(  'C2SIM.Schema101.TaskFunctionalRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskFunctionalRelationType |

## Constructors

|  |  |
| --- | --- |
| [TaskFunctionalRelationType](#_9EF87FA4_Topic) | Initializes a new instance of the TaskFunctionalRelationType class |

## Properties

|  |  |
| --- | --- |
| [FunctionalAssociationWithTask](#_4B930820_Topic) |  |
| [TaskFunctionalAssociationCode](#_1A7882A8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskFunctionalRelationType Constructor

Initializes a new instance of the [TaskFunctionalRelationType](#_367C1C36_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalRelationType() |

|  |
| --- |
| C++ |
| public: TaskFunctionalRelationType() |

|  |
| --- |
| F# |
| new : unit -> TaskFunctionalRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskFunctionalRelationType = function(); |

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_367C1C36_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskFunctionalRelationType.FunctionalAssociationWithTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskFunctionalRelationType.FunctionalAssociationWithTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FunctionalAssociationWithTask { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FunctionalAssociationWithTask {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FunctionalAssociationWithTask : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FunctionalAssociationWithTask(); function set\_FunctionalAssociationWithTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_367C1C36_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskFunctionalRelationType.TaskFunctionalAssociationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskFunctionalRelationType.TaskFunctionalAssociationCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalAssociationCodeType TaskFunctionalAssociationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskFunctionalAssociationCodeType TaskFunctionalAssociationCode {  TaskFunctionalAssociationCodeType get ();  void set (TaskFunctionalAssociationCodeType value); } |

|  |
| --- |
| F# |
| member TaskFunctionalAssociationCode : TaskFunctionalAssociationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskFunctionalAssociationCode(); function set\_TaskFunctionalAssociationCode(value); |

#### Property Value

[TaskFunctionalAssociationCodeType](#_599FF037_Topic)

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_367C1C36_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskGraphicType = function();  Type.createClass(  'C2SIM.Schema101.TaskGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskGraphicType |

## Constructors

|  |  |
| --- | --- |
| [TaskGraphicType](#_8F7591BC_Topic) | Initializes a new instance of the TaskGraphicType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_E64C75B_Topic) |  |
| [EntityType](#_FAEC60A7_Topic) |  |
| [Marking](#_6577AC79_Topic) |  |
| [Name](#_19F4694F_Topic) |  |
| [Owner](#_4A73F2A7_Topic) |  |
| [UUID](#_FF394E5D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType Constructor

Initializes a new instance of the [TaskGraphicType](#_E97CF7A7_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskGraphicType() |

|  |
| --- |
| C++ |
| public: TaskGraphicType() |

|  |
| --- |
| F# |
| new : unit -> TaskGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskGraphicType = function(); |

## See Also

#### Reference

[TaskGraphicType Class](#_E97CF7A7_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskGraphicType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[TaskGraphicType Class](#_E97CF7A7_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskGraphicType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[TaskGraphicType Class](#_E97CF7A7_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskGraphicType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_E97CF7A7_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskGraphicType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_E97CF7A7_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskGraphicType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_E97CF7A7_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskGraphicType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskGraphicType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_E97CF7A7_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskRequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskRequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskRequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskRequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskRequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskRequestContentType = function();  Type.createClass(  'C2SIM.Schema101.TaskRequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskRequestContentType |

## Constructors

|  |  |
| --- | --- |
| [TaskRequestContentType](#_8EBABAD1_Topic) | Initializes a new instance of the TaskRequestContentType class |

## Properties

|  |  |
| --- | --- |
| [Task](#_24167DDB_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskRequestContentType Constructor

Initializes a new instance of the [TaskRequestContentType](#_ECD189ED_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskRequestContentType() |

|  |
| --- |
| C++ |
| public: TaskRequestContentType() |

|  |
| --- |
| F# |
| new : unit -> TaskRequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskRequestContentType = function(); |

## See Also

#### Reference

[TaskRequestContentType Class](#_ECD189ED_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskRequestContentType.Task Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskRequestContentType.Task"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType[] Task { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskType^>^ Task {  array<TaskType^>^ get ();  void set (array<TaskType^>^ value); } |

|  |
| --- |
| F# |
| member Task : TaskType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Task(); function set\_Task(value); |

#### Property Value

[TaskType](#_6AD399EC_Topic)[]

## See Also

#### Reference

[TaskRequestContentType Class](#_ECD189ED_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskStatusCodeType = function(); C2SIM.Schema101.TaskStatusCodeType.createEnum('C2SIM.Schema101.TaskStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| TASKABRT | 0 |  |
| TASKCMPLT | 1 |  |
| TASKINPRG | 2 |  |
| TASKPEND | 3 |  |
| TASKSTRT | 4 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskStatusType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskStatusType = function();  Type.createClass(  'C2SIM.Schema101.TaskStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskStatusType |

## Constructors

|  |  |
| --- | --- |
| [TaskStatusType](#_2BA175C1_Topic) | Initializes a new instance of the TaskStatusType class |

## Properties

|  |  |
| --- | --- |
| [CurrentTask](#_DB436272_Topic) |  |
| [Duration](#_5EE0F200_Topic) |  |
| [TaskStatusCode](#_1FBCF4DF_Topic) |  |
| [TimeOfObservation](#_3E4F9D6A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskStatusType Constructor

Initializes a new instance of the [TaskStatusType](#_6E50697E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskStatusType() |

|  |
| --- |
| C++ |
| public: TaskStatusType() |

|  |
| --- |
| F# |
| new : unit -> TaskStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskStatusType = function(); |

## See Also

#### Reference

[TaskStatusType Class](#_6E50697E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskStatusType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskStatusType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ CurrentTask {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskStatusType Class](#_6E50697E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskStatusType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskStatusType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_8A42351B_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_6E50697E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskStatusType.TaskStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskStatusType.TaskStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskStatusCodeType TaskStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskStatusCodeType TaskStatusCode {  TaskStatusCodeType get ();  void set (TaskStatusCodeType value); } |

|  |
| --- |
| F# |
| member TaskStatusCode : TaskStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskStatusCode(); function set\_TaskStatusCode(value); |

#### Property Value

[TaskStatusCodeType](#_8BEBF68B_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_6E50697E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskStatusType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskStatusType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_2CECD191_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_6E50697E_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TaskType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskType = function();  Type.createClass(  'C2SIM.Schema101.TaskType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskType |

## Constructors

|  |  |
| --- | --- |
| [TaskType](#_A1491501_Topic) | Initializes a new instance of the TaskType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_218CA361_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskType Constructor

Initializes a new instance of the [TaskType](#_6AD399EC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType() |

|  |
| --- |
| C++ |
| public: TaskType() |

|  |
| --- |
| F# |
| new : unit -> TaskType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TaskType = function(); |

## See Also

#### Reference

[TaskType Class](#_6AD399EC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TaskType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TaskType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ManeuverWarfareTaskType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property ManeuverWarfareTaskType^ Item {  ManeuverWarfareTaskType^ get ();  void set (ManeuverWarfareTaskType^ value); } |

|  |
| --- |
| F# |
| member Item : ManeuverWarfareTaskType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[ManeuverWarfareTaskType](#_3741FCF1_Topic)

## See Also

#### Reference

[TaskType Class](#_6AD399EC_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TemporalConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TemporalConceptType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TemporalConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TemporalConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TemporalConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TemporalConceptType = function();  Type.createClass(  'C2SIM.Schema101.TemporalConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TemporalConceptType |

## Constructors

|  |  |
| --- | --- |
| [TemporalConceptType](#_525B0E9_Topic) | Initializes a new instance of the TemporalConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_D4583F68_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TemporalConceptType Constructor

Initializes a new instance of the [TemporalConceptType](#_9C0F8774_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TemporalConceptType() |

|  |
| --- |
| C++ |
| public: TemporalConceptType() |

|  |
| --- |
| F# |
| new : unit -> TemporalConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TemporalConceptType = function(); |

## See Also

#### Reference

[TemporalConceptType Class](#_9C0F8774_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TemporalConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TemporalConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TemporalConceptType Class](#_9C0F8774_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TimeInstantType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.TimeInstantType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TimeInstantType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TimeInstantType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TimeInstantType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TimeInstantType = function();  Type.createClass(  'C2SIM.Schema101.TimeInstantType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TimeInstantType |

## Constructors

|  |  |
| --- | --- |
| [TimeInstantType](#_28EA05F_Topic) | Initializes a new instance of the TimeInstantType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_C20F6473_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TimeInstantType Constructor

Initializes a new instance of the [TimeInstantType](#_2CECD191_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType() |

|  |
| --- |
| C++ |
| public: TimeInstantType() |

|  |
| --- |
| F# |
| new : unit -> TimeInstantType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TimeInstantType = function(); |

## See Also

#### Reference

[TimeInstantType Class](#_2CECD191_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TimeInstantType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema101.TimeInstantType.Item"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TimeInstantType Class](#_2CECD191_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# TimeReferenceCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.TimeReferenceCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TimeReferenceCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TimeReferenceCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TimeReferenceCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.TimeReferenceCodeType = function(); C2SIM.Schema101.TimeReferenceCodeType.createEnum('C2SIM.Schema101.TimeReferenceCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| IntervalEndTime | 0 |  |
| IntervalStartTime | 1 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitOperationalStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.UnitOperationalStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum UnitOperationalStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class UnitOperationalStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitOperationalStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.UnitOperationalStatusCodeType = function(); C2SIM.Schema101.UnitOperationalStatusCodeType.createEnum('C2SIM.Schema101.UnitOperationalStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| MOPS | 0 |  |
| NKN | 1 |  |
| NOP | 2 |  |
| OPR | 3 |  |
| SOPS | 4 |  |
| TNOPS | 5 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.UnitSymbolType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class UnitSymbolType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class UnitSymbolType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitSymbolType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.UnitSymbolType = function();  Type.createClass(  'C2SIM.Schema101.UnitSymbolType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → UnitSymbolType |

## Constructors

|  |  |
| --- | --- |
| [UnitSymbolType](#_C0E647B5_Topic) | Initializes a new instance of the UnitSymbolType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_647F480C_Topic) |  |
| [EntityType](#_99FCBBD8_Topic) |  |
| [HigherFormation](#_BCCFBECF_Topic) |  |
| [Marking](#_7E278FD0_Topic) |  |
| [Name](#_574E1A86_Topic) |  |
| [OperationalStatus](#_D28D3D9_Topic) |  |
| [ReinforcedReducedType](#_FAC2053F_Topic) |  |
| [ReinforcedReducedTypeSpecified](#_8EA82CAF_Topic) |  |
| [SpecialC2HQ](#_3D6985_Topic) |  |
| [UUID](#_4C8C88EF_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType Constructor

Initializes a new instance of the [UnitSymbolType](#_75BB5690_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitSymbolType() |

|  |
| --- |
| C++ |
| public: UnitSymbolType() |

|  |
| --- |
| F# |
| new : unit -> UnitSymbolType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.UnitSymbolType = function(); |

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.HigherFormation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.HigherFormation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string HigherFormation { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ HigherFormation {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member HigherFormation : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_HigherFormation(); function set\_HigherFormation(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.OperationalStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.OperationalStatus"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusType OperationalStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property OperationalStatusType^ OperationalStatus {  OperationalStatusType^ get ();  void set (OperationalStatusType^ value); } |

|  |
| --- |
| F# |
| member OperationalStatus : OperationalStatusType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OperationalStatus(); function set\_OperationalStatus(value); |

#### Property Value

[OperationalStatusType](#_95735509_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.ReinforcedReducedType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.ReinforcedReducedType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReinforcedReducedTypeType ReinforcedReducedType { get; set; } |

|  |
| --- |
| C++ |
| public: property ReinforcedReducedTypeType ReinforcedReducedType {  ReinforcedReducedTypeType get ();  void set (ReinforcedReducedTypeType value); } |

|  |
| --- |
| F# |
| member ReinforcedReducedType : ReinforcedReducedTypeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReinforcedReducedType(); function set\_ReinforcedReducedType(value); |

#### Property Value

[ReinforcedReducedTypeType](#_A9FC8064_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.ReinforcedReducedTypeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.ReinforcedReducedTypeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ReinforcedReducedTypeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ReinforcedReducedTypeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ReinforcedReducedTypeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReinforcedReducedTypeSpecified(); function set\_ReinforcedReducedTypeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.SpecialC2HQ Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.SpecialC2HQ"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SpecialC2HQ { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SpecialC2HQ {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SpecialC2HQ : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpecialC2HQ(); function set\_SpecialC2HQ(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitSymbolType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitSymbolType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_75BB5690_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.UnitType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class UnitType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class UnitType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.UnitType = function();  Type.createClass(  'C2SIM.Schema101.UnitType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → UnitType |

## Constructors

|  |  |
| --- | --- |
| [UnitType](#_C50E287_Topic) | Initializes a new instance of the UnitType class |

## Properties

|  |  |
| --- | --- |
| [CommandRelation](#_2D222787_Topic) |  |
| [CurrentState](#_EBAE4A88_Topic) |  |
| [CurrentTask](#_8B979AC8_Topic) |  |
| [EchelonCode](#_4313A55A_Topic) |  |
| [EntityDescriptor](#_703C0678_Topic) |  |
| [EntityType](#_F7268B6_Topic) |  |
| [Name](#_7EC5B526_Topic) |  |
| [Resource](#_9C5EF479_Topic) |  |
| [Subordinate](#_CA894931_Topic) |  |
| [UUID](#_CC4EF54F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType Constructor

Initializes a new instance of the [UnitType](#_C4828D3C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitType() |

|  |
| --- |
| C++ |
| public: UnitType() |

|  |
| --- |
| F# |
| new : unit -> UnitType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.UnitType = function(); |

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.CommandRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.CommandRelation"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationType[] CommandRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<CommandRelationType^>^ CommandRelation {  array<CommandRelationType^>^ get ();  void set (array<CommandRelationType^>^ value); } |

|  |
| --- |
| F# |
| member CommandRelation : CommandRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommandRelation(); function set\_CommandRelation(value); |

#### Property Value

[CommandRelationType](#_5FA02D8E_Topic)[]

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.EchelonCode Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.EchelonCode"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EchelonCodeType EchelonCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EchelonCodeType EchelonCode {  EchelonCodeType get ();  void set (EchelonCodeType value); } |

|  |
| --- |
| F# |
| member EchelonCode : EchelonCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EchelonCode(); function set\_EchelonCode(value); |

#### Property Value

[EchelonCodeType](#_3D5F9007_Topic)

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_8BB30571_Topic)

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.Subordinate Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.Subordinate"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Subordinate { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Subordinate {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Subordinate : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Subordinate(); function set\_Subordinate(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# UnitType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.UnitType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitType Class](#_C4828D3C_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType Class

[Missing <summary> documentation for "T:C2SIM.Schema101.VehicleType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class VehicleType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class VehicleType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type VehicleType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.VehicleType = function();  Type.createClass(  'C2SIM.Schema101.VehicleType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → VehicleType |

## Constructors

|  |  |
| --- | --- |
| [VehicleType](#_7ED3145_Topic) | Initializes a new instance of the VehicleType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_F40A5194_Topic) |  |
| [CurrentTask](#_F53C88E4_Topic) |  |
| [EntityDescriptor](#_41690F9F_Topic) |  |
| [EntityType](#_2262AAF8_Topic) |  |
| [Marking](#_DBB8185F_Topic) |  |
| [Name](#_E237D624_Topic) |  |
| [Resource](#_5BE86898_Topic) |  |
| [UUID](#_276CD3B9_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType Constructor

Initializes a new instance of the [VehicleType](#_E2A1724F_Topic) class

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public VehicleType() |

|  |
| --- |
| C++ |
| public: VehicleType() |

|  |
| --- |
| F# |
| new : unit -> VehicleType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.VehicleType = function(); |

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_98B7E94A_Topic)

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_8BB30571_Topic)

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_E45A0177_Topic)[]

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.Name"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_2583379F_Topic)[]

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# VehicleType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema101.VehicleType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_E2A1724F_Topic)

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# WeaponRuleOfEngagementCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema101.WeaponRuleOfEngagementCodeType"]

## Definition

**Namespace:** [C2SIM.Schema101](#_46479EEA_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum WeaponRuleOfEngagementCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class WeaponRuleOfEngagementCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type WeaponRuleOfEngagementCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema101.WeaponRuleOfEngagementCodeType = function(); C2SIM.Schema101.WeaponRuleOfEngagementCodeType.createEnum('C2SIM.Schema101.WeaponRuleOfEngagementCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ROEFree | 0 |  |
| ROEHold | 1 |  |
| ROETight | 2 |  |

## See Also

#### Reference

[C2SIM.Schema101 Namespace](#_46479EEA_Topic)

# C2SIM.Schema102 Namespace

## Classes

|  |  |
| --- | --- |
| [AbstractObjectType](#_2ACF6037_Topic) |  |
| [AbstractOrganizationType](#_5A80D855_Topic) |  |
| [AcknowledgementBodyType](#_994CF6C9_Topic) |  |
| [ActionCodeType](#_7992C2C6_Topic) |  |
| [ActionTemporalRelationshipType](#_BAEF9BCE_Topic) |  |
| [ActionType](#_5318CDB8_Topic) |  |
| [ActivityObservationType](#_E00889A8_Topic) |  |
| [ActorEntityType](#_FD9C0257_Topic) |  |
| [AircraftType](#_2EF0E5E_Topic) |  |
| [AllegianceRelationshipType](#_B81B99DF_Topic) |  |
| [APP6SIDCType](#_850041E0_Topic) |  |
| [BoundaryType](#_58B9DADD_Topic) |  |
| [C2SIMContentType](#_8B3756DE_Topic) |  |
| [C2SIMHeaderType](#_58551ED1_Topic) |  |
| [C2SIMInitializationBodyType](#_404794A_Topic) |  |
| [CartesianOffsetType](#_AA106C16_Topic) |  |
| [CheckpointRestoreType](#_7B4C6D4A_Topic) |  |
| [CheckpointSaveType](#_A452C33C_Topic) |  |
| [CodeType](#_45FC8D86_Topic) |  |
| [CollectiveEntityType](#_67F16DC6_Topic) |  |
| [CommandRelationType](#_3D8D6295_Topic) |  |
| [CommunicationNetworkType](#_8F3D9719_Topic) |  |
| [CulturalFeatureType](#_859C2599_Topic) |  |
| [DateTimeType](#_F96C5AB1_Topic) |  |
| [DISEntityTypeType](#_B251C73C_Topic) |  |
| [DomainMessageBodyType](#_B48242D2_Topic) |  |
| [DurationType](#_34649207_Topic) |  |
| [EntityDescriptorType](#_AFA34CF6_Topic) |  |
| [EntityHealthStatusType](#_D35E4F0C_Topic) |  |
| [EntityStateType](#_6278B670_Topic) |  |
| [EntityType](#_F2D31F2E_Topic) |  |
| [EntityTypeType](#_DB307787_Topic) |  |
| [EnvironmentalObjectType](#_330F0355_Topic) |  |
| [EulerAnglesType](#_ACDA2EF7_Topic) |  |
| [EventTriggerType](#_9D46BA36_Topic) |  |
| [EventType](#_8CD8B2C2_Topic) |  |
| [ForceSideRelationType](#_F4094462_Topic) |  |
| [ForceSideType](#_C2BC5A68_Topic) |  |
| [GeodeticCoordinateType](#_9AF091D3_Topic) |  |
| [GeographicFeatureType](#_EF4B5DAA_Topic) |  |
| [HeadingType](#_D4919392_Topic) |  |
| [HealthObservationType](#_6D4A2823_Topic) |  |
| [InitializationCompleteType](#_D52B5734_Topic) |  |
| [InitializationConceptType](#_C2CEED34_Topic) |  |
| [InitializationDataFileType](#_FFCBE546_Topic) |  |
| [IntervalTimeType](#_4D9AEE7D_Topic) |  |
| [LineType](#_D5BAE5C_Topic) |  |
| [LocationObservationType](#_8F0A1CC1_Topic) |  |
| [LocationType](#_C74735F9_Topic) |  |
| [MagicMoveType](#_678B567C_Topic) |  |
| [ManeuverWarfareTaskType](#_BA6A8F66_Topic) |  |
| [MapGraphicType](#_4CD326E4_Topic) |  |
| [MessageBodyType](#_124B69B8_Topic) |  |
| [MessageCodeType](#_46F80256_Topic) |  |
| [MessageConceptType](#_140DE95B_Topic) |  |
| [MessageType](#_CDA05C03_Topic) |  |
| [METOCGraphicType](#_9606DFFA_Topic) |  |
| [MilitaryOrganizationType](#_8825CCD0_Topic) |  |
| [MIPRequestContentType](#_C7B947D9_Topic) |  |
| [MipWeaponUseROEType](#_1A233E06_Topic) |  |
| [NamedEntityTypeType](#_7896DEBC_Topic) |  |
| [NameObservationType](#_53CAD7AD_Topic) |  |
| [NBC\_EventType](#_306D4D0E_Topic) |  |
| [NonMilitaryOrganizationType](#_41E13E7A_Topic) |  |
| [ObjectDefinitionsType](#_5B107B03_Topic) |  |
| [ObjectInitializationBodyType](#_DCE93B25_Topic) |  |
| [ObservationReportContentType](#_BC69E24E_Topic) |  |
| [ObservationType](#_9551AB6E_Topic) |  |
| [OnOrderTriggerType](#_CCB8931D_Topic) |  |
| [OperationalStatusType](#_8683F5F8_Topic) |  |
| [OrderBodyType](#_FF0B26F5_Topic) |  |
| [OrganizationCodeType](#_C66897DB_Topic) |  |
| [OrientationType](#_EF39F8BB_Topic) |  |
| [OverlayType](#_78D56CE7_Topic) |  |
| [PausePlaybackType](#_4139641E_Topic) |  |
| [PauseRecordingType](#_67B1EA7F_Topic) |  |
| [PauseScenarioType](#_B8048C2A_Topic) |  |
| [PersonType](#_556AE8DC_Topic) |  |
| [PhysicalConceptType](#_63E2C7A5_Topic) |  |
| [PhysicalEntityType](#_F2E15D64_Topic) |  |
| [PhysicalStateType](#_174AAC5C_Topic) |  |
| [PlanBodyType](#_E1A6E323_Topic) |  |
| [PlanPhaseTriggerType](#_749A2EE6_Topic) |  |
| [PlanPhaseType](#_73CBEB76_Topic) |  |
| [PlatformType](#_8A037158_Topic) |  |
| [PlaybackRealtimeMultipleReportType](#_BE9B62_Topic) |  |
| [PlaybackStatusReportType](#_F741B3D6_Topic) |  |
| [PointType](#_D0CE4F1B_Topic) |  |
| [PositionReportContentType](#_29075F68_Topic) |  |
| [PriorPhaseCompletionTriggerType](#_F14DDC0B_Topic) |  |
| [RecordingStatusReportType](#_528DB2E7_Topic) |  |
| [RefreshInitType](#_34EF8AEE_Topic) |  |
| [RelationshipType](#_E6421883_Topic) |  |
| [RelativeLocationType](#_9DEC59C1_Topic) |  |
| [RelativeTimeType](#_30082A65_Topic) |  |
| [ReportBodyType](#_BFD1C2F2_Topic) |  |
| [ReportContentType](#_169DB071_Topic) |  |
| [RequestBodyType](#_9B20A9F9_Topic) |  |
| [RequestContentType](#_8B8E1ED_Topic) |  |
| [RequestPlaybackRealtimeMultipleType](#_E1325F8A_Topic) |  |
| [RequestPlaybackStatusType](#_B040086D_Topic) |  |
| [RequestRecordingStatusType](#_5518FA93_Topic) |  |
| [RequestSimulationRealtimeMultipleType](#_B4A8C85D_Topic) |  |
| [ResetScenarioType](#_5BB19FB1_Topic) |  |
| [ResourceObservationType](#_8B21FEDB_Topic) |  |
| [ResourcesType](#_CF10E583_Topic) |  |
| [ResourceType](#_4482E11E_Topic) |  |
| [ResumePlaybackType](#_B2B6780F_Topic) |  |
| [ResumeRecordingType](#_61D50644_Topic) |  |
| [ResumeScenarioType](#_BB6111FE_Topic) |  |
| [RouteType](#_414BD5D6_Topic) |  |
| [RuleOfEngagementType](#_D28B1EA9_Topic) |  |
| [ScenarioSettingType](#_95B19A8A_Topic) |  |
| [SetPlaybackRealtimeMultipleType](#_BF124599_Topic) |  |
| [SetSimulationRealtimeMultipleType](#_65221C5C_Topic) |  |
| [ShareScenarioType](#_C2F523D9_Topic) |  |
| [SimulationRealtimeMultipleReportType](#_70513C59_Topic) |  |
| [SimulationTimeType](#_DEE1E4F5_Topic) |  |
| [SpatialOffsetType](#_993C461A_Topic) |  |
| [StartPlaybackType](#_45BA092D_Topic) |  |
| [StartRecordingType](#_B95270C2_Topic) |  |
| [StartScenarioType](#_65A04776_Topic) |  |
| [StopPlaybackType](#_739BAA24_Topic) |  |
| [StopRecordingType](#_6D13B017_Topic) |  |
| [StopScenarioType](#_B05EA829_Topic) |  |
| [StrengthType](#_82638A6_Topic) |  |
| [SubjectTypeObservationType](#_23118412_Topic) |  |
| [SubmitInitializationType](#_4D58B7EC_Topic) |  |
| [SubsurfaceVesselType](#_72DE51F3_Topic) |  |
| [SurfaceVesselType](#_6C3EE1BC_Topic) |  |
| [SystemAcknowledgementBodyType](#_60377D3C_Topic) |  |
| [SystemEntityListType](#_5D5D4B53_Topic) |  |
| [SystemMessageBodyType](#_78806FC3_Topic) |  |
| [TacticalAreaType](#_FC6D1C78_Topic) |  |
| [TacticalGraphicType](#_E092EC82_Topic) |  |
| [TaskFunctionalRelationType](#_91BC818D_Topic) |  |
| [TaskGraphicType](#_95742516_Topic) |  |
| [TaskRequestContentType](#_82B5E05_Topic) |  |
| [TaskStatusType](#_F0F82422_Topic) |  |
| [TaskType](#_82759334_Topic) |  |
| [TemporalConceptType](#_825FA466_Topic) |  |
| [TimeInstantType](#_A9F6CDD3_Topic) |  |
| [UnitSymbolType](#_6C854A06_Topic) |  |
| [UnitType](#_E7FD0E0D_Topic) |  |
| [VehicleType](#_CC5E2896_Topic) |  |

## Enumerations

|  |  |
| --- | --- |
| [AcknowledgeTypeCodeType](#_45FB3DF3_Topic) |  |
| [ActionTemporalAssociationCodeType](#_5814F7EB_Topic) |  |
| [AllegianceRelationshipCodeType](#_1728A891_Topic) |  |
| [CommandRelationCodeType](#_BA90E1FC_Topic) |  |
| [CommunicativeActTypeCodeType](#_707DE04B_Topic) |  |
| [CountryCodeType](#_294CAB8A_Topic) |  |
| [DesiredEffectCodeType](#_AC4F3926_Topic) |  |
| [EchelonCodeType](#_5890605F_Topic) |  |
| [EthnicGroupCodeType](#_FE845127_Topic) |  |
| [EventCodeType](#_11C2476E_Topic) |  |
| [HostilityStatusCodeType](#_B64A80DD_Topic) |  |
| [MIPRequestCategoryCodeType](#_97C38431_Topic) |  |
| [OperationalStatusCodeType](#_F6C058B8_Topic) |  |
| [OrganizationTypeCodeType](#_42CAEB74_Topic) |  |
| [PlanPhaseCompletionConditionType](#_5D00F8C1_Topic) |  |
| [PlaybackStatusCodeType](#_89D716F8_Topic) |  |
| [RecordingStatusCodeType](#_8FBEB705_Topic) |  |
| [RefreshInitSelectionType](#_90C4BAAF_Topic) |  |
| [ReinforcedReducedTypeType](#_339670E1_Topic) |  |
| [ReligionCodeType](#_3C3FA20C_Topic) |  |
| [SecurityClassificationCodeType](#_62DAC9EF_Topic) |  |
| [TaskActionCodeType](#_2763E8F6_Topic) |  |
| [TaskFunctionalAssociationCodeType](#_1D895D54_Topic) |  |
| [TaskStatusCodeType](#_7A5A4EBD_Topic) |  |
| [TimeReferenceCodeType](#_6A7910EE_Topic) |  |
| [UnitOperationalStatusCodeType](#_BEE16C1A_Topic) |  |
| [WeaponRuleOfEngagementCodeType](#_FACEC8C4_Topic) |  |

# AbstractObjectType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.AbstractObjectType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AbstractObjectType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AbstractObjectType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AbstractObjectType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AbstractObjectType = function();  Type.createClass(  'C2SIM.Schema102.AbstractObjectType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AbstractObjectType |

## Constructors

|  |  |
| --- | --- |
| [AbstractObjectType](#_E95FE084_Topic) | Initializes a new instance of the AbstractObjectType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_A1AB0A1A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractObjectType Constructor

Initializes a new instance of the [AbstractObjectType](#_2ACF6037_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractObjectType() |

|  |
| --- |
| C++ |
| public: AbstractObjectType() |

|  |
| --- |
| F# |
| new : unit -> AbstractObjectType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AbstractObjectType = function(); |

## See Also

#### Reference

[AbstractObjectType Class](#_2ACF6037_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractObjectType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractObjectType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[AbstractObjectType Class](#_2ACF6037_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.AbstractOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AbstractOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AbstractOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AbstractOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AbstractOrganizationType = function();  Type.createClass(  'C2SIM.Schema102.AbstractOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AbstractOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [AbstractOrganizationType](#_AFE8FECB_Topic) | Initializes a new instance of the AbstractOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [CountryCode](#_B9251FD5_Topic) |  |
| [CountryCodeSpecified](#_69FC377E_Topic) |  |
| [EthnicGroupCode](#_2D08A054_Topic) |  |
| [EthnicGroupCodeSpecified](#_1109FDC4_Topic) |  |
| [Name](#_2753EFF0_Topic) |  |
| [OrganizationTypeCode](#_8620858F_Topic) |  |
| [ReligionCode](#_62054D53_Topic) |  |
| [ReligionCodeSpecified](#_7D3B1A3E_Topic) |  |
| [UUID](#_369CAF12_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType Constructor

Initializes a new instance of the [AbstractOrganizationType](#_5A80D855_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractOrganizationType() |

|  |
| --- |
| C++ |
| public: AbstractOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> AbstractOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AbstractOrganizationType = function(); |

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.CountryCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.CountryCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CountryCodeType CountryCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CountryCodeType CountryCode {  CountryCodeType get ();  void set (CountryCodeType value); } |

|  |
| --- |
| F# |
| member CountryCode : CountryCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CountryCode(); function set\_CountryCode(value); |

#### Property Value

[CountryCodeType](#_294CAB8A_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.CountryCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.CountryCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool CountryCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool CountryCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member CountryCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_CountryCodeSpecified(); function set\_CountryCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.EthnicGroupCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.EthnicGroupCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EthnicGroupCodeType EthnicGroupCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EthnicGroupCodeType EthnicGroupCode {  EthnicGroupCodeType get ();  void set (EthnicGroupCodeType value); } |

|  |
| --- |
| F# |
| member EthnicGroupCode : EthnicGroupCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EthnicGroupCode(); function set\_EthnicGroupCode(value); |

#### Property Value

[EthnicGroupCodeType](#_FE845127_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.EthnicGroupCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.EthnicGroupCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool EthnicGroupCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool EthnicGroupCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member EthnicGroupCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_EthnicGroupCodeSpecified(); function set\_EthnicGroupCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.OrganizationTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.OrganizationTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrganizationTypeCodeType OrganizationTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property OrganizationTypeCodeType OrganizationTypeCode {  OrganizationTypeCodeType get ();  void set (OrganizationTypeCodeType value); } |

|  |
| --- |
| F# |
| member OrganizationTypeCode : OrganizationTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OrganizationTypeCode(); function set\_OrganizationTypeCode(value); |

#### Property Value

[OrganizationTypeCodeType](#_42CAEB74_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.ReligionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.ReligionCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReligionCodeType ReligionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ReligionCodeType ReligionCode {  ReligionCodeType get ();  void set (ReligionCodeType value); } |

|  |
| --- |
| F# |
| member ReligionCode : ReligionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReligionCode(); function set\_ReligionCode(value); |

#### Property Value

[ReligionCodeType](#_3C3FA20C_Topic)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.ReligionCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.ReligionCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ReligionCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ReligionCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ReligionCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReligionCodeSpecified(); function set\_ReligionCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AbstractOrganizationType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AbstractOrganizationType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AbstractOrganizationType Class](#_5A80D855_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AcknowledgementBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.AcknowledgementBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AcknowledgementBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AcknowledgementBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AcknowledgementBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AcknowledgementBodyType = function();  Type.createClass(  'C2SIM.Schema102.AcknowledgementBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AcknowledgementBodyType |

## Constructors

|  |  |
| --- | --- |
| [AcknowledgementBodyType](#_4B7D92C6_Topic) | Initializes a new instance of the AcknowledgementBodyType class |

## Properties

|  |  |
| --- | --- |
| [AcknowledgeTypeCode](#_84CA9BF7_Topic) |  |
| [FromSender](#_7FC03F85_Topic) |  |
| [ToReceiver](#_EA9DDB76_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AcknowledgementBodyType Constructor

Initializes a new instance of the [AcknowledgementBodyType](#_994CF6C9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgementBodyType() |

|  |
| --- |
| C++ |
| public: AcknowledgementBodyType() |

|  |
| --- |
| F# |
| new : unit -> AcknowledgementBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AcknowledgementBodyType = function(); |

## See Also

#### Reference

[AcknowledgementBodyType Class](#_994CF6C9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AcknowledgementBodyType.AcknowledgeTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AcknowledgementBodyType.AcknowledgeTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgeTypeCodeType AcknowledgeTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AcknowledgeTypeCodeType AcknowledgeTypeCode {  AcknowledgeTypeCodeType get ();  void set (AcknowledgeTypeCodeType value); } |

|  |
| --- |
| F# |
| member AcknowledgeTypeCode : AcknowledgeTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AcknowledgeTypeCode(); function set\_AcknowledgeTypeCode(value); |

#### Property Value

[AcknowledgeTypeCodeType](#_45FB3DF3_Topic)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_994CF6C9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AcknowledgementBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AcknowledgementBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_994CF6C9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AcknowledgementBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AcknowledgementBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AcknowledgementBodyType Class](#_994CF6C9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AcknowledgeTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.AcknowledgeTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum AcknowledgeTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class AcknowledgeTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AcknowledgeTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AcknowledgeTypeCodeType = function(); C2SIM.Schema102.AcknowledgeTypeCodeType.createEnum('C2SIM.Schema102.AcknowledgeTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ACKFAIL | 0 |  |
| ACKNOTEXEC | 1 |  |
| ACKNOTRECGNZ | 2 |  |
| ACKNOTUNDSTD | 3 |  |
| ACKRCVD | 4 |  |
| ACKREQDEN | 5 |  |
| ACKREQGRT | 6 |  |
| ACKSUCC | 7 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ActionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActionCodeType = function();  Type.createClass(  'C2SIM.Schema102.ActionCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionCodeType |

## Constructors

|  |  |
| --- | --- |
| [ActionCodeType](#_DDA5FBC6_Topic) | Initializes a new instance of the ActionCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_6EFBE747_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionCodeType Constructor

Initializes a new instance of the [ActionCodeType](#_7992C2C6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionCodeType() |

|  |
| --- |
| C++ |
| public: ActionCodeType() |

|  |
| --- |
| F# |
| new : unit -> ActionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActionCodeType = function(); |

## See Also

#### Reference

[ActionCodeType Class](#_7992C2C6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActionCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActionCodeType Class](#_7992C2C6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionTemporalAssociationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.ActionTemporalAssociationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ActionTemporalAssociationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ActionTemporalAssociationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionTemporalAssociationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActionTemporalAssociationCodeType = function(); C2SIM.Schema102.ActionTemporalAssociationCodeType.createEnum('C2SIM.Schema102.ActionTemporalAssociationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ENDEND | 0 |  |
| ENDENE | 1 |  |
| ENDENL | 2 |  |
| ENDSNE | 3 |  |
| ENDSNL | 4 |  |
| ENDSTR | 5 |  |
| SAEAST | 6 |  |
| SAENDO | 7 |  |
| SASTEA | 8 |  |
| SBEAST | 9 |  |
| SDUREA | 10 |  |
| SDUREB | 11 |  |
| STREND | 12 |  |
| STRENE | 13 |  |
| STRENL | 14 |  |
| STRSNE | 15 |  |
| STRSNL | 16 |  |
| STRSTR | 17 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionTemporalRelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ActionTemporalRelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionTemporalRelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionTemporalRelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionTemporalRelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActionTemporalRelationshipType = function();  Type.createClass(  'C2SIM.Schema102.ActionTemporalRelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionTemporalRelationshipType |

## Constructors

|  |  |
| --- | --- |
| [ActionTemporalRelationshipType](#_1D2B82FE_Topic) | Initializes a new instance of the ActionTemporalRelationshipType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalAssociationCode](#_6C6155A2_Topic) |  |
| [Duration](#_93D218F7_Topic) |  |
| [TemporalAssociationWithAction](#_62BF2CC6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionTemporalRelationshipType Constructor

Initializes a new instance of the [ActionTemporalRelationshipType](#_BAEF9BCE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType() |

|  |
| --- |
| C++ |
| public: ActionTemporalRelationshipType() |

|  |
| --- |
| F# |
| new : unit -> ActionTemporalRelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActionTemporalRelationshipType = function(); |

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_BAEF9BCE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionTemporalRelationshipType.ActionTemporalAssociationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActionTemporalRelationshipType.ActionTemporalAssociationCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalAssociationCodeType ActionTemporalAssociationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ActionTemporalAssociationCodeType ActionTemporalAssociationCode {  ActionTemporalAssociationCodeType get ();  void set (ActionTemporalAssociationCodeType value); } |

|  |
| --- |
| F# |
| member ActionTemporalAssociationCode : ActionTemporalAssociationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalAssociationCode(); function set\_ActionTemporalAssociationCode(value); |

#### Property Value

[ActionTemporalAssociationCodeType](#_5814F7EB_Topic)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_BAEF9BCE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionTemporalRelationshipType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActionTemporalRelationshipType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_BAEF9BCE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionTemporalRelationshipType.TemporalAssociationWithAction Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActionTemporalRelationshipType.TemporalAssociationWithAction"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TemporalAssociationWithAction { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TemporalAssociationWithAction {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TemporalAssociationWithAction : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TemporalAssociationWithAction(); function set\_TemporalAssociationWithAction(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ActionTemporalRelationshipType Class](#_BAEF9BCE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ActionType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActionType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActionType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActionType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActionType = function();  Type.createClass(  'C2SIM.Schema102.ActionType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActionType |

## Constructors

|  |  |
| --- | --- |
| [ActionType](#_EA2C19AE_Topic) | Initializes a new instance of the ActionType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_35520088_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionType Constructor

Initializes a new instance of the [ActionType](#_5318CDB8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionType() |

|  |
| --- |
| C++ |
| public: ActionType() |

|  |
| --- |
| F# |
| new : unit -> ActionType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActionType = function(); |

## See Also

#### Reference

[ActionType Class](#_5318CDB8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActionType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActionType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActionType Class](#_5318CDB8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ActivityObservationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActivityObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActivityObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActivityObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActivityObservationType = function();  Type.createClass(  'C2SIM.Schema102.ActivityObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActivityObservationType |

## Constructors

|  |  |
| --- | --- |
| [ActivityObservationType](#_7499614B_Topic) | Initializes a new instance of the ActivityObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActionCode](#_95B7CAF8_Topic) |  |
| [ActorReference](#_E3DCA9B9_Topic) |  |
| [ConfidenceLevel](#_1FF93B5B_Topic) |  |
| [ConfidenceLevelSpecified](#_37B3D8EA_Topic) |  |
| [UncertaintyInterval](#_F6B3AEE4_Topic) |  |
| [UncertaintyIntervalSpecified](#_D309DEEB_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType Constructor

Initializes a new instance of the [ActivityObservationType](#_E00889A8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActivityObservationType() |

|  |
| --- |
| C++ |
| public: ActivityObservationType() |

|  |
| --- |
| F# |
| new : unit -> ActivityObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActivityObservationType = function(); |

## See Also

#### Reference

[ActivityObservationType Class](#_E00889A8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType.ActionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActivityObservationType.ActionCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionCodeType ActionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property ActionCodeType^ ActionCode {  ActionCodeType^ get ();  void set (ActionCodeType^ value); } |

|  |
| --- |
| F# |
| member ActionCode : ActionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionCode(); function set\_ActionCode(value); |

#### Property Value

[ActionCodeType](#_7992C2C6_Topic)

## See Also

#### Reference

[ActivityObservationType Class](#_E00889A8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActivityObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ActivityObservationType Class](#_E00889A8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActivityObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ActivityObservationType Class](#_E00889A8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActivityObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ActivityObservationType Class](#_E00889A8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActivityObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ActivityObservationType Class](#_E00889A8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActivityObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActivityObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ActivityObservationType Class](#_E00889A8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActorEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ActorEntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ActorEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ActorEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ActorEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActorEntityType = function();  Type.createClass(  'C2SIM.Schema102.ActorEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ActorEntityType |

## Constructors

|  |  |
| --- | --- |
| [ActorEntityType](#_E9EF0089_Topic) | Initializes a new instance of the ActorEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_91F27B03_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActorEntityType Constructor

Initializes a new instance of the [ActorEntityType](#_FD9C0257_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActorEntityType() |

|  |
| --- |
| C++ |
| public: ActorEntityType() |

|  |
| --- |
| F# |
| new : unit -> ActorEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ActorEntityType = function(); |

## See Also

#### Reference

[ActorEntityType Class](#_FD9C0257_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ActorEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ActorEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ActorEntityType Class](#_FD9C0257_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.AircraftType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AircraftType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AircraftType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AircraftType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AircraftType = function();  Type.createClass(  'C2SIM.Schema102.AircraftType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AircraftType |

## Constructors

|  |  |
| --- | --- |
| [AircraftType](#_2E99BD12_Topic) | Initializes a new instance of the AircraftType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_39DA7D01_Topic) |  |
| [CurrentTask](#_F84D41C5_Topic) |  |
| [EntityDescriptor](#_3A2172C7_Topic) |  |
| [EntityType](#_4516790_Topic) |  |
| [Marking](#_FD010D9C_Topic) |  |
| [Name](#_ACA93DDB_Topic) |  |
| [Resource](#_8B074AF6_Topic) |  |
| [UUID](#_873E1036_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType Constructor

Initializes a new instance of the [AircraftType](#_2EF0E5E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AircraftType() |

|  |
| --- |
| C++ |
| public: AircraftType() |

|  |
| --- |
| F# |
| new : unit -> AircraftType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AircraftType = function(); |

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_AFA34CF6_Topic)

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AircraftType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AircraftType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AircraftType Class](#_2EF0E5E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AllegianceRelationshipCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.AllegianceRelationshipCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum AllegianceRelationshipCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class AllegianceRelationshipCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AllegianceRelationshipCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AllegianceRelationshipCodeType = function(); C2SIM.Schema102.AllegianceRelationshipCodeType.createEnum('C2SIM.Schema102.AllegianceRelationshipCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| FriendlyTo | 0 |  |
| HostileTo | 1 |  |
| NeutralTo | 2 |  |
| UnkownAllegianceTo | 3 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AllegianceRelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.AllegianceRelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class AllegianceRelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class AllegianceRelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type AllegianceRelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AllegianceRelationshipType = function();  Type.createClass(  'C2SIM.Schema102.AllegianceRelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → AllegianceRelationshipType |

## Constructors

|  |  |
| --- | --- |
| [AllegianceRelationshipType](#_CDCC4455_Topic) | Initializes a new instance of the AllegianceRelationshipType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_1ED161AA_Topic) |  |
| [AllegianceRelationshipCode](#_9C4AF398_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AllegianceRelationshipType Constructor

Initializes a new instance of the [AllegianceRelationshipType](#_B81B99DF_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipType() |

|  |
| --- |
| C++ |
| public: AllegianceRelationshipType() |

|  |
| --- |
| F# |
| new : unit -> AllegianceRelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.AllegianceRelationshipType = function(); |

## See Also

#### Reference

[AllegianceRelationshipType Class](#_B81B99DF_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AllegianceRelationshipType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AllegianceRelationshipType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[AllegianceRelationshipType Class](#_B81B99DF_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# AllegianceRelationshipType.AllegianceRelationshipCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.AllegianceRelationshipType.AllegianceRelationshipCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipCodeType AllegianceRelationshipCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AllegianceRelationshipCodeType AllegianceRelationshipCode {  AllegianceRelationshipCodeType get ();  void set (AllegianceRelationshipCodeType value); } |

|  |
| --- |
| F# |
| member AllegianceRelationshipCode : AllegianceRelationshipCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AllegianceRelationshipCode(); function set\_AllegianceRelationshipCode(value); |

#### Property Value

[AllegianceRelationshipCodeType](#_1728A891_Topic)

## See Also

#### Reference

[AllegianceRelationshipType Class](#_B81B99DF_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# APP6SIDCType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.APP6SIDCType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class APP6SIDCType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class APP6SIDCType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type APP6SIDCType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.APP6SIDCType = function();  Type.createClass(  'C2SIM.Schema102.APP6SIDCType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → APP6SIDCType |

## Constructors

|  |  |
| --- | --- |
| [APP6SIDCType](#_C3BA63DF_Topic) | Initializes a new instance of the APP6SIDCType class |

## Properties

|  |  |
| --- | --- |
| [SIDCString](#_613A2AFF_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# APP6SIDCType Constructor

Initializes a new instance of the [APP6SIDCType](#_850041E0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public APP6SIDCType() |

|  |
| --- |
| C++ |
| public: APP6SIDCType() |

|  |
| --- |
| F# |
| new : unit -> APP6SIDCType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.APP6SIDCType = function(); |

## See Also

#### Reference

[APP6SIDCType Class](#_850041E0_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# APP6SIDCType.SIDCString Property

[Missing <summary> documentation for "P:C2SIM.Schema102.APP6SIDCType.SIDCString"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SIDCString { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SIDCString {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SIDCString : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SIDCString(); function set\_SIDCString(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[APP6SIDCType Class](#_850041E0_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.BoundaryType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class BoundaryType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class BoundaryType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type BoundaryType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.BoundaryType = function();  Type.createClass(  'C2SIM.Schema102.BoundaryType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → BoundaryType |

## Constructors

|  |  |
| --- | --- |
| [BoundaryType](#_EC9C301F_Topic) | Initializes a new instance of the BoundaryType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_A8333E7_Topic) |  |
| [EntityType](#_66ACDBD4_Topic) |  |
| [Marking](#_EBCDB874_Topic) |  |
| [Name](#_EADAF0B7_Topic) |  |
| [Owner](#_14BD85C6_Topic) |  |
| [UUID](#_AEF83CE9_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType Constructor

Initializes a new instance of the [BoundaryType](#_58B9DADD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public BoundaryType() |

|  |
| --- |
| C++ |
| public: BoundaryType() |

|  |
| --- |
| F# |
| new : unit -> BoundaryType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.BoundaryType = function(); |

## See Also

#### Reference

[BoundaryType Class](#_58B9DADD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.BoundaryType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[BoundaryType Class](#_58B9DADD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.BoundaryType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[BoundaryType Class](#_58B9DADD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.BoundaryType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_58B9DADD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.BoundaryType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_58B9DADD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema102.BoundaryType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_58B9DADD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# BoundaryType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.BoundaryType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[BoundaryType Class](#_58B9DADD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.C2SIMContentType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.C2SIMContentType = function();  Type.createClass(  'C2SIM.Schema102.C2SIMContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMContentType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMContentType](#_5165C85C_Topic) | Initializes a new instance of the C2SIMContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_ECDC914D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMContentType Constructor

Initializes a new instance of the [C2SIMContentType](#_8B3756DE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMContentType() |

|  |
| --- |
| C++ |
| public: C2SIMContentType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.C2SIMContentType = function(); |

## See Also

#### Reference

[C2SIMContentType Class](#_8B3756DE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[C2SIMContentType Class](#_8B3756DE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.C2SIMHeaderType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMHeaderType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMHeaderType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMHeaderType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.C2SIMHeaderType = function();  Type.createClass(  'C2SIM.Schema102.C2SIMHeaderType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMHeaderType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMHeaderType](#_D3612004_Topic) | Initializes a new instance of the C2SIMHeaderType class |

## Properties

|  |  |
| --- | --- |
| [CommunicativeActTypeCode](#_586F3DBD_Topic) |  |
| [ConversationID](#_1CAF006F_Topic) |  |
| [FromSendingSystem](#_1C7EF729_Topic) |  |
| [InReplyToMessageID](#_BFDFC0A3_Topic) |  |
| [MessageID](#_6937A0A6_Topic) |  |
| [Protocol](#_4A73BAF3_Topic) |  |
| [ProtocolVersion](#_60DA06CE_Topic) |  |
| [ReplyToSystem](#_11899E9_Topic) |  |
| [SecurityClassificationCode](#_56728780_Topic) |  |
| [SecurityClassificationCodeSpecified](#_C2D4D81E_Topic) |  |
| [SendingTime](#_49DF20DF_Topic) |  |
| [ToReceivingSystem](#_AAAA158B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType Constructor

Initializes a new instance of the [C2SIMHeaderType](#_58551ED1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMHeaderType() |

|  |
| --- |
| C++ |
| public: C2SIMHeaderType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMHeaderType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.C2SIMHeaderType = function(); |

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.CommunicativeActTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.CommunicativeActTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommunicativeActTypeCodeType CommunicativeActTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CommunicativeActTypeCodeType CommunicativeActTypeCode {  CommunicativeActTypeCodeType get ();  void set (CommunicativeActTypeCodeType value); } |

|  |
| --- |
| F# |
| member CommunicativeActTypeCode : CommunicativeActTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicativeActTypeCode(); function set\_CommunicativeActTypeCode(value); |

#### Property Value

[CommunicativeActTypeCodeType](#_707DE04B_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.ConversationID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.ConversationID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ConversationID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ConversationID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ConversationID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConversationID(); function set\_ConversationID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.FromSendingSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.FromSendingSystem"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSendingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSendingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSendingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSendingSystem(); function set\_FromSendingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.InReplyToMessageID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.InReplyToMessageID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string InReplyToMessageID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ InReplyToMessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member InReplyToMessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_InReplyToMessageID(); function set\_InReplyToMessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.MessageID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.MessageID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string MessageID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ MessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member MessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageID(); function set\_MessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.Protocol Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.Protocol"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Protocol {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.ProtocolVersion Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.ProtocolVersion"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ProtocolVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.ReplyToSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.ReplyToSystem"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReplyToSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReplyToSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReplyToSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReplyToSystem(); function set\_ReplyToSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.SecurityClassificationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.SecurityClassificationCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SecurityClassificationCodeType SecurityClassificationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property SecurityClassificationCodeType SecurityClassificationCode {  SecurityClassificationCodeType get ();  void set (SecurityClassificationCodeType value); } |

|  |
| --- |
| F# |
| member SecurityClassificationCode : SecurityClassificationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCode(); function set\_SecurityClassificationCode(value); |

#### Property Value

[SecurityClassificationCodeType](#_62DAC9EF_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.SecurityClassificationCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.SecurityClassificationCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SecurityClassificationCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SecurityClassificationCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SecurityClassificationCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCodeSpecified(); function set\_SecurityClassificationCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.SendingTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.SendingTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType SendingTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ SendingTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member SendingTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SendingTime(); function set\_SendingTime(value); |

#### Property Value

[DateTimeType](#_F96C5AB1_Topic)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMHeaderType.ToReceivingSystem Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMHeaderType.ToReceivingSystem"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceivingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceivingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceivingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceivingSystem(); function set\_ToReceivingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeaderType Class](#_58551ED1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMInitializationBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.C2SIMInitializationBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class C2SIMInitializationBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class C2SIMInitializationBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type C2SIMInitializationBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.C2SIMInitializationBodyType = function();  Type.createClass(  'C2SIM.Schema102.C2SIMInitializationBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMInitializationBodyType |

## Constructors

|  |  |
| --- | --- |
| [C2SIMInitializationBodyType](#_A2467EE4_Topic) | Initializes a new instance of the C2SIMInitializationBodyType class |

## Properties

|  |  |
| --- | --- |
| [InitializationDataFile](#_8EE27D70_Topic) |  |
| [ObjectDefinitions](#_DC39E848_Topic) |  |
| [ScenarioSetting](#_12D5469D_Topic) |  |
| [SystemEntityList](#_58C99AE8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMInitializationBodyType Constructor

Initializes a new instance of the [C2SIMInitializationBodyType](#_404794A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMInitializationBodyType() |

|  |
| --- |
| C++ |
| public: C2SIMInitializationBodyType() |

|  |
| --- |
| F# |
| new : unit -> C2SIMInitializationBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.C2SIMInitializationBodyType = function(); |

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_404794A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMInitializationBodyType.InitializationDataFile Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMInitializationBodyType.InitializationDataFile"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType[] InitializationDataFile { get; set; } |

|  |
| --- |
| C++ |
| public: property array<InitializationDataFileType^>^ InitializationDataFile {  array<InitializationDataFileType^>^ get ();  void set (array<InitializationDataFileType^>^ value); } |

|  |
| --- |
| F# |
| member InitializationDataFile : InitializationDataFileType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_InitializationDataFile(); function set\_InitializationDataFile(value); |

#### Property Value

[InitializationDataFileType](#_FFCBE546_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_404794A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMInitializationBodyType.ObjectDefinitions Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMInitializationBodyType.ObjectDefinitions"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType[] ObjectDefinitions { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ObjectDefinitionsType^>^ ObjectDefinitions {  array<ObjectDefinitionsType^>^ get ();  void set (array<ObjectDefinitionsType^>^ value); } |

|  |
| --- |
| F# |
| member ObjectDefinitions : ObjectDefinitionsType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ObjectDefinitions(); function set\_ObjectDefinitions(value); |

#### Property Value

[ObjectDefinitionsType](#_5B107B03_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_404794A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMInitializationBodyType.ScenarioSetting Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMInitializationBodyType.ScenarioSetting"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType ScenarioSetting { get; set; } |

|  |
| --- |
| C++ |
| public: property ScenarioSettingType^ ScenarioSetting {  ScenarioSettingType^ get ();  void set (ScenarioSettingType^ value); } |

|  |
| --- |
| F# |
| member ScenarioSetting : ScenarioSettingType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ScenarioSetting(); function set\_ScenarioSetting(value); |

#### Property Value

[ScenarioSettingType](#_95B19A8A_Topic)

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_404794A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SIMInitializationBodyType.SystemEntityList Property

[Missing <summary> documentation for "P:C2SIM.Schema102.C2SIMInitializationBodyType.SystemEntityList"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType[] SystemEntityList { get; set; } |

|  |
| --- |
| C++ |
| public: property array<SystemEntityListType^>^ SystemEntityList {  array<SystemEntityListType^>^ get ();  void set (array<SystemEntityListType^>^ value); } |

|  |
| --- |
| F# |
| member SystemEntityList : SystemEntityListType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemEntityList(); function set\_SystemEntityList(value); |

#### Property Value

[SystemEntityListType](#_5D5D4B53_Topic)[]

## See Also

#### Reference

[C2SIMInitializationBodyType Class](#_404794A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CartesianOffsetType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CartesianOffsetType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CartesianOffsetType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CartesianOffsetType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CartesianOffsetType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CartesianOffsetType = function();  Type.createClass(  'C2SIM.Schema102.CartesianOffsetType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CartesianOffsetType |

## Constructors

|  |  |
| --- | --- |
| [CartesianOffsetType](#_EA6A73DC_Topic) | Initializes a new instance of the CartesianOffsetType class |

## Properties

|  |  |
| --- | --- |
| [East](#_1640DF49_Topic) |  |
| [North](#_75740EB0_Topic) |  |
| [Up](#_A895B9C5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CartesianOffsetType Constructor

Initializes a new instance of the [CartesianOffsetType](#_AA106C16_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CartesianOffsetType() |

|  |
| --- |
| C++ |
| public: CartesianOffsetType() |

|  |
| --- |
| F# |
| new : unit -> CartesianOffsetType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CartesianOffsetType = function(); |

## See Also

#### Reference

[CartesianOffsetType Class](#_AA106C16_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CartesianOffsetType.East Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CartesianOffsetType.East"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double East { get; set; } |

|  |
| --- |
| C++ |
| public: property double East {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member East : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_East(); function set\_East(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_AA106C16_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CartesianOffsetType.North Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CartesianOffsetType.North"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double North { get; set; } |

|  |
| --- |
| C++ |
| public: property double North {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member North : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_North(); function set\_North(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_AA106C16_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CartesianOffsetType.Up Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CartesianOffsetType.Up"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Up { get; set; } |

|  |
| --- |
| C++ |
| public: property double Up {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Up : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Up(); function set\_Up(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[CartesianOffsetType Class](#_AA106C16_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CheckpointRestoreType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CheckpointRestoreType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CheckpointRestoreType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CheckpointRestoreType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CheckpointRestoreType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CheckpointRestoreType = function();  Type.createClass(  'C2SIM.Schema102.CheckpointRestoreType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CheckpointRestoreType |

## Constructors

|  |  |
| --- | --- |
| [CheckpointRestoreType](#_F981FF59_Topic) | Initializes a new instance of the CheckpointRestoreType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_9661915E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CheckpointRestoreType Constructor

Initializes a new instance of the [CheckpointRestoreType](#_7B4C6D4A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CheckpointRestoreType() |

|  |
| --- |
| C++ |
| public: CheckpointRestoreType() |

|  |
| --- |
| F# |
| new : unit -> CheckpointRestoreType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CheckpointRestoreType = function(); |

## See Also

#### Reference

[CheckpointRestoreType Class](#_7B4C6D4A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CheckpointRestoreType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CheckpointRestoreType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CheckpointRestoreType Class](#_7B4C6D4A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CheckpointSaveType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CheckpointSaveType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CheckpointSaveType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CheckpointSaveType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CheckpointSaveType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CheckpointSaveType = function();  Type.createClass(  'C2SIM.Schema102.CheckpointSaveType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CheckpointSaveType |

## Constructors

|  |  |
| --- | --- |
| [CheckpointSaveType](#_56CAA816_Topic) | Initializes a new instance of the CheckpointSaveType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_F05D72E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CheckpointSaveType Constructor

Initializes a new instance of the [CheckpointSaveType](#_A452C33C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CheckpointSaveType() |

|  |
| --- |
| C++ |
| public: CheckpointSaveType() |

|  |
| --- |
| F# |
| new : unit -> CheckpointSaveType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CheckpointSaveType = function(); |

## See Also

#### Reference

[CheckpointSaveType Class](#_A452C33C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CheckpointSaveType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CheckpointSaveType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CheckpointSaveType Class](#_A452C33C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CodeType = function();  Type.createClass(  'C2SIM.Schema102.CodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CodeType |

## Constructors

|  |  |
| --- | --- |
| [CodeType](#_26EADD36_Topic) | Initializes a new instance of the CodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_D77EAA0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CodeType Constructor

Initializes a new instance of the [CodeType](#_45FC8D86_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CodeType() |

|  |
| --- |
| C++ |
| public: CodeType() |

|  |
| --- |
| F# |
| new : unit -> CodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CodeType = function(); |

## See Also

#### Reference

[CodeType Class](#_45FC8D86_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[CodeType Class](#_45FC8D86_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CollectiveEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CollectiveEntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CollectiveEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CollectiveEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CollectiveEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CollectiveEntityType = function();  Type.createClass(  'C2SIM.Schema102.CollectiveEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CollectiveEntityType |

## Constructors

|  |  |
| --- | --- |
| [CollectiveEntityType](#_F5427893_Topic) | Initializes a new instance of the CollectiveEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_CE63D917_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CollectiveEntityType Constructor

Initializes a new instance of the [CollectiveEntityType](#_67F16DC6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CollectiveEntityType() |

|  |
| --- |
| C++ |
| public: CollectiveEntityType() |

|  |
| --- |
| F# |
| new : unit -> CollectiveEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CollectiveEntityType = function(); |

## See Also

#### Reference

[CollectiveEntityType Class](#_67F16DC6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CollectiveEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CollectiveEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[CollectiveEntityType Class](#_67F16DC6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommandRelationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.CommandRelationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CommandRelationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CommandRelationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommandRelationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CommandRelationCodeType = function(); C2SIM.Schema102.CommandRelationCodeType.createEnum('C2SIM.Schema102.CommandRelationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ADMCON | 0 |  |
| ALTFOR | 1 |  |
| ASGND | 2 |  |
| ATPRCL | 3 |  |
| ATTACH | 4 |  |
| CASP1 | 5 |  |
| CASP2 | 6 |  |
| CASP3 | 7 |  |
| CASP4 | 8 |  |
| CLSSUP | 9 |  |
| COAUTH | 10 |  |
| COMD | 11 |  |
| DETACH | 12 |  |
| DIRSUP | 13 |  |
| FORCE | 14 |  |
| GENSRI | 15 |  |
| GENSUP | 16 |  |
| HSCPTD | 17 |  |
| HSNSPT | 18 |  |
| ISCPER | 19 |  |
| LOGCON | 20 |  |
| MUTSUP | 21 |  |
| ONCALL | 22 |  |
| OPCOMD | 23 |  |
| OPCON | 24 |  |
| ORGANC | 25 |  |
| REINFC | 26 |  |
| RESERV | 27 |  |
| ROLE | 28 |  |
| SAME | 29 |  |
| SPTAMM | 30 |  |
| SPTENG | 31 |  |
| SPTMED | 32 |  |
| SPTMVT | 33 |  |
| SPTPAR | 34 |  |
| SPTPOL | 35 |  |
| SPTPST | 36 |  |
| SPTRAT | 37 |  |
| SPTRRE | 38 |  |
| SPTSPL | 39 |  |
| SPTTRN | 40 |  |
| TACCNT | 41 |  |
| TACCOM | 42 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommandRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CommandRelationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CommandRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CommandRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommandRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CommandRelationType = function();  Type.createClass(  'C2SIM.Schema102.CommandRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CommandRelationType |

## Constructors

|  |  |
| --- | --- |
| [CommandRelationType](#_6DDBD5A7_Topic) | Initializes a new instance of the CommandRelationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_83524324_Topic) |  |
| [CommandRelationCode](#_FAE44CB5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommandRelationType Constructor

Initializes a new instance of the [CommandRelationType](#_3D8D6295_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationType() |

|  |
| --- |
| C++ |
| public: CommandRelationType() |

|  |
| --- |
| F# |
| new : unit -> CommandRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CommandRelationType = function(); |

## See Also

#### Reference

[CommandRelationType Class](#_3D8D6295_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommandRelationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CommandRelationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CommandRelationType Class](#_3D8D6295_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommandRelationType.CommandRelationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CommandRelationType.CommandRelationCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationCodeType CommandRelationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property CommandRelationCodeType CommandRelationCode {  CommandRelationCodeType get ();  void set (CommandRelationCodeType value); } |

|  |
| --- |
| F# |
| member CommandRelationCode : CommandRelationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommandRelationCode(); function set\_CommandRelationCode(value); |

#### Property Value

[CommandRelationCodeType](#_BA90E1FC_Topic)

## See Also

#### Reference

[CommandRelationType Class](#_3D8D6295_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommunicationNetworkType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CommunicationNetworkType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CommunicationNetworkType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CommunicationNetworkType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommunicationNetworkType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CommunicationNetworkType = function();  Type.createClass(  'C2SIM.Schema102.CommunicationNetworkType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CommunicationNetworkType |

## Constructors

|  |  |
| --- | --- |
| [CommunicationNetworkType](#_7C4C5176_Topic) | Initializes a new instance of the CommunicationNetworkType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_EBE5BF37_Topic) |  |
| [UUID](#_2CB5F6E0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommunicationNetworkType Constructor

Initializes a new instance of the [CommunicationNetworkType](#_8F3D9719_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommunicationNetworkType() |

|  |
| --- |
| C++ |
| public: CommunicationNetworkType() |

|  |
| --- |
| F# |
| new : unit -> CommunicationNetworkType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CommunicationNetworkType = function(); |

## See Also

#### Reference

[CommunicationNetworkType Class](#_8F3D9719_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommunicationNetworkType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CommunicationNetworkType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[CommunicationNetworkType Class](#_8F3D9719_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommunicationNetworkType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CommunicationNetworkType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CommunicationNetworkType Class](#_8F3D9719_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CommunicativeActTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.CommunicativeActTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CommunicativeActTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CommunicativeActTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CommunicativeActTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CommunicativeActTypeCodeType = function(); C2SIM.Schema102.CommunicativeActTypeCodeType.createEnum('C2SIM.Schema102.CommunicativeActTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| Accept | 0 |  |
| Agree | 1 |  |
| Confirm | 2 |  |
| Inform | 3 |  |
| Propose | 4 |  |
| Refuse | 5 |  |
| Request | 6 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CountryCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.CountryCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum CountryCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class CountryCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CountryCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CountryCodeType = function(); C2SIM.Schema102.CountryCodeType.createEnum('C2SIM.Schema102.CountryCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ABW | 0 |  |
| AFG | 1 |  |
| AGO | 2 |  |
| AIA | 3 |  |
| ALA | 4 |  |
| ALB | 5 |  |
| AND | 6 |  |
| ANT | 7 |  |
| ARE | 8 |  |
| ARG | 9 |  |
| ARM | 10 |  |
| ASM | 11 |  |
| ATA | 12 |  |
| ATF | 13 |  |
| ATG | 14 |  |
| AUS | 15 |  |
| AUT | 16 |  |
| AZE | 17 |  |
| BDI | 18 |  |
| BEL | 19 |  |
| BEN | 20 |  |
| BFA | 21 |  |
| BGD | 22 |  |
| BGR | 23 |  |
| BHR | 24 |  |
| BHS | 25 |  |
| BIH | 26 |  |
| BLR | 27 |  |
| BLZ | 28 |  |
| BMU | 29 |  |
| BOL | 30 |  |
| BRA | 31 |  |
| BRB | 32 |  |
| BRN | 33 |  |
| BTN | 34 |  |
| BVT | 35 |  |
| BWA | 36 |  |
| CAF | 37 |  |
| CAN | 38 |  |
| CCK | 39 |  |
| CHE | 40 |  |
| CHL | 41 |  |
| CHN | 42 |  |
| CIV | 43 |  |
| CMR | 44 |  |
| COD | 45 |  |
| COG | 46 |  |
| COK | 47 |  |
| COL | 48 |  |
| COM | 49 |  |
| CPV | 50 |  |
| CRI | 51 |  |
| CSHH | 52 |  |
| CSXX | 53 |  |
| CUB | 54 |  |
| CXR | 55 |  |
| CYM | 56 |  |
| CYP | 57 |  |
| CZE | 58 |  |
| DDDE | 59 |  |
| DEU | 60 |  |
| DJI | 61 |  |
| DMA | 62 |  |
| DNK | 63 |  |
| DOM | 64 |  |
| DZA | 65 |  |
| ECU | 66 |  |
| EGY | 67 |  |
| ERI | 68 |  |
| ESH | 69 |  |
| ESP | 70 |  |
| EST | 71 |  |
| ETH | 72 |  |
| FIN | 73 |  |
| FJI | 74 |  |
| FLK | 75 |  |
| FRA | 76 |  |
| FRO | 77 |  |
| FSM | 78 |  |
| FXFR | 79 |  |
| GAB | 80 |  |
| GBR | 81 |  |
| GEO | 82 |  |
| GGY | 83 |  |
| GHA | 84 |  |
| GIB | 85 |  |
| GIN | 86 |  |
| GLP | 87 |  |
| GMB | 88 |  |
| GNB | 89 |  |
| GNQ | 90 |  |
| GRC | 91 |  |
| GRD | 92 |  |
| GRL | 93 |  |
| GTM | 94 |  |
| GUF | 95 |  |
| GUM | 96 |  |
| GUY | 97 |  |
| HKG | 98 |  |
| HMD | 99 |  |
| HND | 100 |  |
| HRV | 101 |  |
| HTI | 102 |  |
| HUN | 103 |  |
| IDN | 104 |  |
| IMN | 105 |  |
| IND | 106 |  |
| IOT | 107 |  |
| IRL | 108 |  |
| IRN | 109 |  |
| IRQ | 110 |  |
| ISL | 111 |  |
| ISR | 112 |  |
| ITA | 113 |  |
| JAM | 114 |  |
| JEY | 115 |  |
| JOR | 116 |  |
| JPN | 117 |  |
| KAZ | 118 |  |
| KEN | 119 |  |
| KGZ | 120 |  |
| KHM | 121 |  |
| KIR | 122 |  |
| KNA | 123 |  |
| KOR | 124 |  |
| KWT | 125 |  |
| LAO | 126 |  |
| LBN | 127 |  |
| LBR | 128 |  |
| LBY | 129 |  |
| LCA | 130 |  |
| LIE | 131 |  |
| LKA | 132 |  |
| LSO | 133 |  |
| LTU | 134 |  |
| LUX | 135 |  |
| LVA | 136 |  |
| MAC | 137 |  |
| MAR | 138 |  |
| MCO | 139 |  |
| MDA | 140 |  |
| MDG | 141 |  |
| MDV | 142 |  |
| MEX | 143 |  |
| MHL | 144 |  |
| MKD | 145 |  |
| MLI | 146 |  |
| MLT | 147 |  |
| MMR | 148 |  |
| MNE | 149 |  |
| MNG | 150 |  |
| MNP | 151 |  |
| MOZ | 152 |  |
| MRT | 153 |  |
| MSR | 154 |  |
| MTQ | 155 |  |
| MUS | 156 |  |
| MWI | 157 |  |
| MYS | 158 |  |
| MYT | 159 |  |
| NAM | 160 |  |
| NCL | 161 |  |
| NER | 162 |  |
| NFK | 163 |  |
| NGA | 164 |  |
| NIC | 165 |  |
| NIU | 166 |  |
| NLD | 167 |  |
| NOR | 168 |  |
| NOS | 169 |  |
| NPL | 170 |  |
| NRU | 171 |  |
| NZL | 172 |  |
| OMN | 173 |  |
| PAK | 174 |  |
| PAN | 175 |  |
| PCN | 176 |  |
| PER | 177 |  |
| PHL | 178 |  |
| PLW | 179 |  |
| PNG | 180 |  |
| POL | 181 |  |
| PRI | 182 |  |
| PRK | 183 |  |
| PRT | 184 |  |
| PRY | 185 |  |
| PSE | 186 |  |
| PYF | 187 |  |
| QAT | 188 |  |
| REU | 189 |  |
| ROU | 190 |  |
| RUS | 191 |  |
| RWA | 192 |  |
| SAU | 193 |  |
| SDN | 194 |  |
| SEN | 195 |  |
| SGP | 196 |  |
| SGS | 197 |  |
| SHN | 198 |  |
| SJM | 199 |  |
| SLB | 200 |  |
| SLE | 201 |  |
| SLV | 202 |  |
| SMR | 203 |  |
| SOM | 204 |  |
| SPM | 205 |  |
| SRB | 206 |  |
| STP | 207 |  |
| SUHH | 208 |  |
| SUR | 209 |  |
| SVK | 210 |  |
| SVN | 211 |  |
| SWE | 212 |  |
| SWZ | 213 |  |
| SYC | 214 |  |
| SYR | 215 |  |
| TCA | 216 |  |
| TCD | 217 |  |
| TGO | 218 |  |
| THA | 219 |  |
| TJK | 220 |  |
| TKL | 221 |  |
| TKM | 222 |  |
| TLS | 223 |  |
| TON | 224 |  |
| TTO | 225 |  |
| TUN | 226 |  |
| TUR | 227 |  |
| TUV | 228 |  |
| TWN | 229 |  |
| TZA | 230 |  |
| UGA | 231 |  |
| UKR | 232 |  |
| UMI | 233 |  |
| URY | 234 |  |
| USA | 235 |  |
| UZB | 236 |  |
| VAT | 237 |  |
| VCT | 238 |  |
| VEN | 239 |  |
| VGB | 240 |  |
| VIR | 241 |  |
| VNM | 242 |  |
| VUT | 243 |  |
| WLF | 244 |  |
| WSM | 245 |  |
| YEM | 246 |  |
| YUCS | 247 |  |
| ZAF | 248 |  |
| ZMB | 249 |  |
| ZWE | 250 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CulturalFeatureType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.CulturalFeatureType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class CulturalFeatureType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class CulturalFeatureType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type CulturalFeatureType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CulturalFeatureType = function();  Type.createClass(  'C2SIM.Schema102.CulturalFeatureType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → CulturalFeatureType |

## Constructors

|  |  |
| --- | --- |
| [CulturalFeatureType](#_C438CC44_Topic) | Initializes a new instance of the CulturalFeatureType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_F004D84_Topic) |  |
| [EntityType](#_BBD5B9BA_Topic) |  |
| [Marking](#_9F80AE8A_Topic) |  |
| [Name](#_C678380C_Topic) |  |
| [UUID](#_A94E910B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CulturalFeatureType Constructor

Initializes a new instance of the [CulturalFeatureType](#_859C2599_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CulturalFeatureType() |

|  |
| --- |
| C++ |
| public: CulturalFeatureType() |

|  |
| --- |
| F# |
| new : unit -> CulturalFeatureType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.CulturalFeatureType = function(); |

## See Also

#### Reference

[CulturalFeatureType Class](#_859C2599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CulturalFeatureType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CulturalFeatureType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[CulturalFeatureType Class](#_859C2599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CulturalFeatureType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CulturalFeatureType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[CulturalFeatureType Class](#_859C2599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CulturalFeatureType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CulturalFeatureType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_859C2599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CulturalFeatureType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CulturalFeatureType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_859C2599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# CulturalFeatureType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.CulturalFeatureType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[CulturalFeatureType Class](#_859C2599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DateTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.DateTimeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DateTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DateTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DateTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DateTimeType = function();  Type.createClass(  'C2SIM.Schema102.DateTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DateTimeType |

## Constructors

|  |  |
| --- | --- |
| [DateTimeType](#_C062EE95_Topic) | Initializes a new instance of the DateTimeType class |

## Properties

|  |  |
| --- | --- |
| [IsoDateTime](#_5FBA30DD_Topic) |  |
| [Name](#_C0DB51BE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DateTimeType Constructor

Initializes a new instance of the [DateTimeType](#_F96C5AB1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType() |

|  |
| --- |
| C++ |
| public: DateTimeType() |

|  |
| --- |
| F# |
| new : unit -> DateTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DateTimeType = function(); |

## See Also

#### Reference

[DateTimeType Class](#_F96C5AB1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DateTimeType.IsoDateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DateTimeType.IsoDateTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IsoDateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IsoDateTime {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IsoDateTime : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IsoDateTime(); function set\_IsoDateTime(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DateTimeType Class](#_F96C5AB1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DateTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DateTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DateTimeType Class](#_F96C5AB1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DesiredEffectCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.DesiredEffectCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum DesiredEffectCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class DesiredEffectCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DesiredEffectCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DesiredEffectCodeType = function(); C2SIM.Schema102.DesiredEffectCodeType.createEnum('C2SIM.Schema102.DesiredEffectCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| TaskSuccess | 0 |  |
| BURN | 1 |  |
| CAPTRD | 2 |  |
| CONS | 3 |  |
| DSTRYK | 4 |  |
| FKIL | 5 |  |
| FLIG | 6 |  |
| IDNT | 7 |  |
| ILLUMN | 8 |  |
| INTREC | 9 |  |
| KILL | 10 |  |
| LDAM | 11 |  |
| LGTRST | 12 |  |
| LOST | 13 |  |
| MKIL | 14 |  |
| MODDAM | 15 |  |
| NBCAS | 16 |  |
| NKN | 17 |  |
| NORSTN | 18 |  |
| NOS | 19 |  |
| NUTRLD | 20 |  |
| SDAM | 21 |  |
| SUPRSD | 22 |  |
| VLNRST | 23 |  |
| VRBPRT | 24 |  |
| WNDD | 25 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.DISEntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DISEntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DISEntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DISEntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DISEntityTypeType = function();  Type.createClass(  'C2SIM.Schema102.DISEntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DISEntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [DISEntityTypeType](#_AD5EFF8_Topic) | Initializes a new instance of the DISEntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [DISCategory](#_2C1B0BE5_Topic) |  |
| [DISCountry](#_35F1B3E_Topic) |  |
| [DISDomain](#_A46D3802_Topic) |  |
| [DISExtra](#_A90C7365_Topic) |  |
| [DISKind](#_98D11B9D_Topic) |  |
| [DISSpecific](#_CECDD2EF_Topic) |  |
| [DISSubCategory](#_95366F90_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType Constructor

Initializes a new instance of the [DISEntityTypeType](#_B251C73C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DISEntityTypeType() |

|  |
| --- |
| C++ |
| public: DISEntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> DISEntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DISEntityTypeType = function(); |

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType.DISCategory Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DISEntityTypeType.DISCategory"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISCategory { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISCategory {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISCategory : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISCategory(); function set\_DISCategory(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType.DISCountry Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DISEntityTypeType.DISCountry"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string DISCountry { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ DISCountry {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member DISCountry : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISCountry(); function set\_DISCountry(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType.DISDomain Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DISEntityTypeType.DISDomain"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISDomain { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISDomain {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISDomain : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISDomain(); function set\_DISDomain(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType.DISExtra Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DISEntityTypeType.DISExtra"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISExtra { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISExtra {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISExtra : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISExtra(); function set\_DISExtra(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType.DISKind Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DISEntityTypeType.DISKind"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISKind { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISKind {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISKind : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISKind(); function set\_DISKind(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType.DISSpecific Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DISEntityTypeType.DISSpecific"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISSpecific { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISSpecific {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISSpecific : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISSpecific(); function set\_DISSpecific(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DISEntityTypeType.DISSubCategory Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DISEntityTypeType.DISSubCategory"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public sbyte DISSubCategory { get; set; } |

|  |
| --- |
| C++ |
| public: property signed char DISSubCategory {  signed char get ();  void set (signed char value); } |

|  |
| --- |
| F# |
| member DISSubCategory : sbyte with get, set |

|  |
| --- |
| JavaScript |
| function get\_DISSubCategory(); function set\_DISSubCategory(value); |

#### Property Value

[SByte](https://learn.microsoft.com/dotnet/api/system.sbyte)

## See Also

#### Reference

[DISEntityTypeType Class](#_B251C73C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DomainMessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.DomainMessageBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DomainMessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DomainMessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DomainMessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DomainMessageBodyType = function();  Type.createClass(  'C2SIM.Schema102.DomainMessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DomainMessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [DomainMessageBodyType](#_2FDF556F_Topic) | Initializes a new instance of the DomainMessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_9EBDC0A9_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DomainMessageBodyType Constructor

Initializes a new instance of the [DomainMessageBodyType](#_B48242D2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DomainMessageBodyType() |

|  |
| --- |
| C++ |
| public: DomainMessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> DomainMessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DomainMessageBodyType = function(); |

## See Also

#### Reference

[DomainMessageBodyType Class](#_B48242D2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DomainMessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DomainMessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[DomainMessageBodyType Class](#_B48242D2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DurationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.DurationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class DurationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class DurationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type DurationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DurationType = function();  Type.createClass(  'C2SIM.Schema102.DurationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → DurationType |

## Constructors

|  |  |
| --- | --- |
| [DurationType](#_FF985B1_Topic) | Initializes a new instance of the DurationType class |

## Properties

|  |  |
| --- | --- |
| [IsoTimeDuration](#_61190DE9_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DurationType Constructor

Initializes a new instance of the [DurationType](#_34649207_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType() |

|  |
| --- |
| C++ |
| public: DurationType() |

|  |
| --- |
| F# |
| new : unit -> DurationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.DurationType = function(); |

## See Also

#### Reference

[DurationType Class](#_34649207_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# DurationType.IsoTimeDuration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.DurationType.IsoTimeDuration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IsoTimeDuration { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IsoTimeDuration {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IsoTimeDuration : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IsoTimeDuration(); function set\_IsoTimeDuration(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[DurationType Class](#_34649207_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EchelonCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.EchelonCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EchelonCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EchelonCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EchelonCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EchelonCodeType = function(); C2SIM.Schema102.EchelonCodeType.createEnum('C2SIM.Schema102.EchelonCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AG | 0 |  |
| ARMY | 1 |  |
| BATGRP | 2 |  |
| BDE | 3 |  |
| BDEGRP | 4 |  |
| BN | 5 |  |
| BNG | 6 |  |
| CORPS | 7 |  |
| COY | 8 |  |
| COYG | 9 |  |
| DIV | 10 |  |
| FLEET | 11 |  |
| FLIGHT | 12 |  |
| NKN | 13 |  |
| NOS | 14 |  |
| NTF | 15 |  |
| NTG | 16 |  |
| NTU | 17 |  |
| PLT | 18 |  |
| REGION | 19 |  |
| RGT | 20 |  |
| SECT | 21 |  |
| SQDRNA | 22 |  |
| SQDRNM | 23 |  |
| SQUAD | 24 |  |
| TEAM | 25 |  |
| TSKELN | 26 |  |
| WING | 27 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityDescriptorType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EntityDescriptorType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityDescriptorType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityDescriptorType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityDescriptorType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityDescriptorType = function();  Type.createClass(  'C2SIM.Schema102.EntityDescriptorType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityDescriptorType |

## Constructors

|  |  |
| --- | --- |
| [EntityDescriptorType](#_C47F9545_Topic) | Initializes a new instance of the EntityDescriptorType class |

## Properties

|  |  |
| --- | --- |
| [AffiliatedWith](#_57AD3D0A_Topic) |  |
| [AllegianceRelationship](#_12FD775C_Topic) |  |
| [CommunicationsNetwork](#_AE525A10_Topic) |  |
| [Side](#_6B94E28F_Topic) |  |
| [Superior](#_34430960_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityDescriptorType Constructor

Initializes a new instance of the [EntityDescriptorType](#_AFA34CF6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType() |

|  |
| --- |
| C++ |
| public: EntityDescriptorType() |

|  |
| --- |
| F# |
| new : unit -> EntityDescriptorType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityDescriptorType = function(); |

## See Also

#### Reference

[EntityDescriptorType Class](#_AFA34CF6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityDescriptorType.AffiliatedWith Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityDescriptorType.AffiliatedWith"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] AffiliatedWith { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ AffiliatedWith {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member AffiliatedWith : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AffiliatedWith(); function set\_AffiliatedWith(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_AFA34CF6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityDescriptorType.AllegianceRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityDescriptorType.AllegianceRelationship"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AllegianceRelationshipType[] AllegianceRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<AllegianceRelationshipType^>^ AllegianceRelationship {  array<AllegianceRelationshipType^>^ get ();  void set (array<AllegianceRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member AllegianceRelationship : AllegianceRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AllegianceRelationship(); function set\_AllegianceRelationship(value); |

#### Property Value

[AllegianceRelationshipType](#_B81B99DF_Topic)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_AFA34CF6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityDescriptorType.CommunicationsNetwork Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityDescriptorType.CommunicationsNetwork"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CommunicationsNetwork { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CommunicationsNetwork {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CommunicationsNetwork : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicationsNetwork(); function set\_CommunicationsNetwork(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EntityDescriptorType Class](#_AFA34CF6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityDescriptorType.Side Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityDescriptorType.Side"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Side { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Side {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Side : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Side(); function set\_Side(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EntityDescriptorType Class](#_AFA34CF6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityDescriptorType.Superior Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityDescriptorType.Superior"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Superior { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Superior {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Superior : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Superior(); function set\_Superior(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EntityDescriptorType Class](#_AFA34CF6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityHealthStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EntityHealthStatusType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityHealthStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityHealthStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityHealthStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityHealthStatusType = function();  Type.createClass(  'C2SIM.Schema102.EntityHealthStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityHealthStatusType |

## Constructors

|  |  |
| --- | --- |
| [EntityHealthStatusType](#_48CF2320_Topic) | Initializes a new instance of the EntityHealthStatusType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_5125D371_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityHealthStatusType Constructor

Initializes a new instance of the [EntityHealthStatusType](#_D35E4F0C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType() |

|  |
| --- |
| C++ |
| public: EntityHealthStatusType() |

|  |
| --- |
| F# |
| new : unit -> EntityHealthStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityHealthStatusType = function(); |

## See Also

#### Reference

[EntityHealthStatusType Class](#_D35E4F0C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityHealthStatusType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityHealthStatusType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityHealthStatusType Class](#_D35E4F0C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityStateType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EntityStateType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityStateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityStateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityStateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityStateType = function();  Type.createClass(  'C2SIM.Schema102.EntityStateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityStateType |

## Constructors

|  |  |
| --- | --- |
| [EntityStateType](#_C1C49322_Topic) | Initializes a new instance of the EntityStateType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_DEAD2360_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityStateType Constructor

Initializes a new instance of the [EntityStateType](#_6278B670_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType() |

|  |
| --- |
| C++ |
| public: EntityStateType() |

|  |
| --- |
| F# |
| new : unit -> EntityStateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityStateType = function(); |

## See Also

#### Reference

[EntityStateType Class](#_6278B670_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityStateType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityStateType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalStateType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property PhysicalStateType^ Item {  PhysicalStateType^ get ();  void set (PhysicalStateType^ value); } |

|  |
| --- |
| F# |
| member Item : PhysicalStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[PhysicalStateType](#_174AAC5C_Topic)

## See Also

#### Reference

[EntityStateType Class](#_6278B670_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityType = function();  Type.createClass(  'C2SIM.Schema102.EntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityType |

## Constructors

|  |  |
| --- | --- |
| [EntityType](#_4D842D4C_Topic) | Initializes a new instance of the EntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_61F19CF6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityType Constructor

Initializes a new instance of the [EntityType](#_F2D31F2E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType() |

|  |
| --- |
| C++ |
| public: EntityType() |

|  |
| --- |
| F# |
| new : unit -> EntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityType = function(); |

## See Also

#### Reference

[EntityType Class](#_F2D31F2E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityType Class](#_F2D31F2E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityTypeType = function();  Type.createClass(  'C2SIM.Schema102.EntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [EntityTypeType](#_F55C1C19_Topic) | Initializes a new instance of the EntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_720CDB70_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityTypeType Constructor

Initializes a new instance of the [EntityTypeType](#_DB307787_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType() |

|  |
| --- |
| C++ |
| public: EntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> EntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EntityTypeType = function(); |

## See Also

#### Reference

[EntityTypeType Class](#_DB307787_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EntityTypeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EntityTypeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[EntityTypeType Class](#_DB307787_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EnvironmentalObjectType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EnvironmentalObjectType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EnvironmentalObjectType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EnvironmentalObjectType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EnvironmentalObjectType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EnvironmentalObjectType = function();  Type.createClass(  'C2SIM.Schema102.EnvironmentalObjectType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EnvironmentalObjectType |

## Constructors

|  |  |
| --- | --- |
| [EnvironmentalObjectType](#_7AEB471C_Topic) | Initializes a new instance of the EnvironmentalObjectType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_EEEEEEF0_Topic) |  |
| [EntityType](#_5D6D789C_Topic) |  |
| [Marking](#_56834CB_Topic) |  |
| [Name](#_B091327C_Topic) |  |
| [UUID](#_629B5472_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EnvironmentalObjectType Constructor

Initializes a new instance of the [EnvironmentalObjectType](#_330F0355_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EnvironmentalObjectType() |

|  |
| --- |
| C++ |
| public: EnvironmentalObjectType() |

|  |
| --- |
| F# |
| new : unit -> EnvironmentalObjectType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EnvironmentalObjectType = function(); |

## See Also

#### Reference

[EnvironmentalObjectType Class](#_330F0355_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EnvironmentalObjectType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EnvironmentalObjectType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_330F0355_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EnvironmentalObjectType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EnvironmentalObjectType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[EnvironmentalObjectType Class](#_330F0355_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EnvironmentalObjectType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EnvironmentalObjectType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_330F0355_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EnvironmentalObjectType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EnvironmentalObjectType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_330F0355_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EnvironmentalObjectType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EnvironmentalObjectType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EnvironmentalObjectType Class](#_330F0355_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EthnicGroupCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.EthnicGroupCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EthnicGroupCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EthnicGroupCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EthnicGroupCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EthnicGroupCodeType = function(); C2SIM.Schema102.EthnicGroupCodeType.createEnum('C2SIM.Schema102.EthnicGroupCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ABKHAZ | 0 |  |
| ABORGN | 1 |  |
| ADMISL | 2 |  |
| AFAR | 3 |  |
| AFGHAN | 4 |  |
| AFRADJ | 5 |  |
| AFRAMR | 6 |  |
| AFRBAL | 7 |  |
| AFRBAR | 8 |  |
| AFRBAS | 9 |  |
| AFRBEL | 10 |  |
| AFRBUR | 11 |  |
| AFRFON | 12 |  |
| AFRFUL | 13 |  |
| AFRGBA | 14 |  |
| AFRGIO | 15 |  |
| AFRGOL | 16 |  |
| AFRGRE | 17 |  |
| AFRJOL | 18 |  |
| AFRKIS | 19 |  |
| AFRKPE | 20 |  |
| AFRKRA | 21 |  |
| AFRKRU | 22 |  |
| AFRLOM | 23 |  |
| AFRMAN | 24 |  |
| AFRMEN | 25 |  |
| AFRMND | 26 |  |
| AFRMNJ | 27 |  |
| AFRMNO | 28 |  |
| AFRNDE | 29 |  |
| AFRNFD | 30 |  |
| AFROAR | 31 |  |
| AFROAS | 32 |  |
| AFROCH | 33 |  |
| AFROEA | 34 |  |
| AFROEU | 35 |  |
| AFRPAP | 36 |  |
| AFRSER | 37 |  |
| AFRSHO | 38 |  |
| AFRTEM | 39 |  |
| AFRVAI | 40 |  |
| AFRWOL | 41 |  |
| AFRYOR | 42 |  |
| AGNI | 43 |  |
| AITISL | 44 |  |
| ALBANN | 45 |  |
| ALBNAN | 46 |  |
| ALEMAN | 47 |  |
| ALGRAN | 48 |  |
| AMERIC | 49 |  |
| AMERIN | 50 |  |
| AMERUS | 51 |  |
| AMHARA | 52 |  |
| ANDORR | 53 |  |
| ANGOLA | 54 |  |
| ANTASA | 55 |  |
| ARAB | 56 |  |
| ARABBE | 57 |  |
| ARGNTN | 58 |  |
| ARMNAN | 59 |  |
| ASNNFD | 60 |  |
| ASSYRN | 61 |  |
| ATUISL | 62 |  |
| AUSISL | 63 |  |
| AUSTRA | 64 |  |
| AUSTRL | 65 |  |
| AUSTRN | 66 |  |
| AYMARA | 67 |  |
| AZERBA | 68 |  |
| AZERI | 69 |  |
| BAHRAN | 70 |  |
| BAKONG | 71 |  |
| BALOCH | 72 |  |
| BANDA | 73 |  |
| BANGLS | 74 |  |
| BANTBA | 75 |  |
| BANTBT | 76 |  |
| BANTES | 77 |  |
| BANTFA | 78 |  |
| BANTKO | 79 |  |
| BANTLU | 80 |  |
| BANTMO | 81 |  |
| BANTU | 82 |  |
| BAOULE | 83 |  |
| BASARW | 84 |  |
| BASHKR | 85 |  |
| BASQUE | 86 |  |
| BATSWA | 87 |  |
| BAYA | 88 |  |
| BEJA | 89 |  |
| BELAU | 90 |  |
| BELGAN | 91 |  |
| BELORU | 92 |  |
| BENGLI | 93 |  |
| BERBER | 94 |  |
| BERIKA | 95 |  |
| BETE | 96 |  |
| BETSIM | 97 |  |
| BHOTE | 98 |  |
| BHOTIA | 99 |  |
| BIHARS | 100 |  |
| BIOKOB | 101 |  |
| BIOKOF | 102 |  |
| BISMAR | 103 |  |
| BLACK | 104 |  |
| BLACKA | 105 |  |
| BOBO | 106 |  |
| BOLIVN | 107 |  |
| BOSCRO | 108 |  |
| BOSMUS | 109 |  |
| BOSSER | 110 |  |
| BOUGNV | 111 |  |
| BRAZLN | 112 |  |
| BRETON | 113 |  |
| BRTNEC | 114 |  |
| BRTNFD | 115 |  |
| BULGRN | 116 |  |
| BURGHR | 117 |  |
| BURMAN | 118 |  |
| BURMSE | 119 |  |
| BUYI | 120 |  |
| BYLRSN | 121 |  |
| CAFRE | 122 |  |
| CAMERO | 123 |  |
| CANADN | 124 |  |
| CARIBN | 125 |  |
| CARISL | 126 |  |
| CAUCAS | 127 |  |
| CELTIC | 128 |  |
| CENAMR | 129 |  |
| CHAHAR | 130 |  |
| CHAM | 131 |  |
| CHAMOR | 132 |  |
| CHEWA | 133 |  |
| CHLEAN | 134 |  |
| CHNISL | 135 |  |
| CHNNEC | 136 |  |
| CHNNFD | 137 |  |
| CHRSTN | 138 |  |
| CHUVAS | 139 |  |
| CIRCAS | 140 |  |
| COASTA | 141 |  |
| COCOSM | 142 |  |
| COKNFD | 143 |  |
| COLMBN | 144 |  |
| COMORA | 145 |  |
| CORNSH | 146 |  |
| CORSCN | 147 |  |
| COSTRN | 148 |  |
| COTIER | 149 |  |
| CRELLA | 150 |  |
| CRELUS | 151 |  |
| CREOLE | 152 |  |
| CREOLM | 153 |  |
| CROATN | 154 |  |
| CYRNFD | 155 |  |
| CZECH | 156 |  |
| DAGHES | 157 |  |
| DALMTN | 158 |  |
| DANISH | 159 |  |
| DIOLA | 160 |  |
| DJERMA | 161 |  |
| DRAVID | 162 |  |
| DUTCH | 163 |  |
| EASISL | 164 |  |
| ECUDRN | 165 |  |
| EGYPTN | 166 |  |
| ENGLSH | 167 |  |
| EQUATO | 168 |  |
| ERIRIA | 169 |  |
| ESTONN | 170 |  |
| ETHNCN | 171 |  |
| ETHNCT | 172 |  |
| EURNEC | 173 |  |
| EURNFD | 174 |  |
| EUROAF | 175 |  |
| EUROIN | 176 |  |
| EUROPE | 177 |  |
| EWE | 178 |  |
| FAROES | 179 |  |
| FIJIAN | 180 |  |
| FIJNIN | 181 |  |
| FILPNO | 182 |  |
| FINNSH | 183 |  |
| FLEMSH | 184 |  |
| FLKISL | 185 |  |
| FORROS | 186 |  |
| FRANCO | 187 |  |
| FRENCH | 188 |  |
| FULA | 189 |  |
| FULANI | 190 |  |
| GAELIC | 191 |  |
| GAGAUZ | 192 |  |
| GARIFU | 193 |  |
| GEORGN | 194 |  |
| GERMAB | 195 |  |
| GERMAL | 196 |  |
| GERMAN | 197 |  |
| GERMAR | 198 |  |
| GILAKI | 199 |  |
| GMBISL | 200 |  |
| GOULAY | 201 |  |
| GOURMA | 202 |  |
| GREEK | 203 |  |
| GREEKT | 204 |  |
| GREENA | 205 |  |
| GREENC | 206 |  |
| GRNLND | 207 |  |
| GUADLN | 208 |  |
| GUATLN | 209 |  |
| GUJART | 210 |  |
| GUMISL | 211 |  |
| GURAGE | 212 |  |
| GURUNG | 213 |  |
| GURUNS | 214 |  |
| GUYANS | 215 |  |
| GYPSY | 216 |  |
| HAMTC | 217 |  |
| HAMTCM | 218 |  |
| HAN | 219 |  |
| HAUSA | 220 |  |
| HAWIAN | 221 |  |
| HAZARA | 222 |  |
| HINDUS | 223 |  |
| HISPAN | 224 |  |
| HKCHNS | 225 |  |
| HMONG | 226 |  |
| HONDRN | 227 |  |
| HUI | 228 |  |
| HUNGRN | 229 |  |
| HUTU | 230 |  |
| HUTUBA | 231 |  |
| IBOS | 232 |  |
| ICLNDR | 233 |  |
| IKRBAT | 234 |  |
| INDIGE | 235 |  |
| INDIGM | 236 |  |
| INDIGN | 237 |  |
| INDNEC | 238 |  |
| INDNFD | 239 |  |
| INDOAR | 240 |  |
| INDOCH | 241 |  |
| INDOMA | 242 |  |
| INDOSN | 243 |  |
| INUIT | 244 |  |
| IRAQI | 245 |  |
| IRISH | 246 |  |
| IRNPER | 247 |  |
| ISRJEW | 248 |  |
| ITALAN | 249 |  |
| ITALFR | 250 |  |
| ITALGE | 251 |  |
| ITALSL | 252 |  |
| JAMACN | 253 |  |
| JAPNES | 254 |  |
| JAVANE | 255 |  |
| JEWISH | 256 |  |
| JORDNN | 257 |  |
| KABYE | 258 |  |
| KALANG | 259 |  |
| KALENJ | 260 |  |
| KAMBA | 261 |  |
| KAMCHN | 262 |  |
| KANAKA | 263 |  |
| KARAKA | 264 |  |
| KAREN | 265 |  |
| KAZAKH | 266 |  |
| KAZAKQ | 267 |  |
| KENYAN | 268 |  |
| KGALAG | 269 |  |
| KHMER | 270 |  |
| KIKUYU | 271 |  |
| KIMBUN | 272 |  |
| KIRDI | 273 |  |
| KIRGHZ | 274 |  |
| KISII | 275 |  |
| KONGO | 276 |  |
| KOREAN | 277 |  |
| KUNAMA | 278 |  |
| KURD | 279 |  |
| KUWAIT | 280 |  |
| LADINO | 281 |  |
| LAOTAN | 282 |  |
| LAPP | 283 |  |
| LATIN | 284 |  |
| LATNEC | 285 |  |
| LATNFD | 286 |  |
| LATVAN | 287 |  |
| LEBNSE | 288 |  |
| LIBYAN | 289 |  |
| LIMBUS | 290 |  |
| LITHUN | 291 |  |
| LOBI | 292 |  |
| LOMWE | 293 |  |
| LUHYA | 294 |  |
| LUO | 295 |  |
| LUR | 296 |  |
| MACDNN | 297 |  |
| MADURE | 298 |  |
| MAGARS | 299 |  |
| MAKOA | 300 |  |
| MALAGA | 301 |  |
| MALATN | 302 |  |
| MALAY | 303 |  |
| MALAYA | 304 |  |
| MALAYI | 305 |  |
| MALAYM | 306 |  |
| MALCHN | 307 |  |
| MALINK | 308 |  |
| MALTSE | 309 |  |
| MALVAN | 310 |  |
| MAN | 311 |  |
| MANCHU | 312 |  |
| MANDE | 313 |  |
| MANDEB | 314 |  |
| MANDEM | 315 |  |
| MANDES | 316 |  |
| MANDJI | 317 |  |
| MANDNG | 318 |  |
| MANGIS | 319 |  |
| MANHIS | 320 |  |
| MANUIS | 321 |  |
| MANX | 322 |  |
| MAORI | 323 |  |
| MARISL | 324 |  |
| MARQIS | 325 |  |
| MARSIS | 326 |  |
| MASSA | 327 |  |
| MAUKIS | 328 |  |
| MAUR | 329 |  |
| MAURTN | 330 |  |
| MAYA | 331 |  |
| MAZAND | 332 |  |
| MBAKA | 333 |  |
| MBAYE | 334 |  |
| MBOCHI | 335 |  |
| MBOUM | 336 |  |
| MDENEC | 337 |  |
| MDENFD | 338 |  |
| MELANE | 339 |  |
| MEO | 340 |  |
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| MESTZE | 342 |  |
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| MOLDOV | 350 |  |
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| MONGOL | 353 |  |
| MONTEN | 354 |  |
| MOOR | 355 |  |
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| MOUND | 359 |  |
| MOUSSE | 360 |  |
| MUHAJR | 361 |  |
| MULATT | 362 |  |
| MUONG | 363 |  |
| MUSIMO | 364 |  |
| MUSLIM | 365 |  |
| MUSLMA | 366 |  |
| MUSLMB | 367 |  |
| MUSLMF | 368 |  |
| MUSLMH | 369 |  |
| MUSLMK | 370 |  |
| MUSLMM | 371 |  |
| MUSLMT | 372 |  |
| MUSLMU | 373 |  |
| MUSLMY | 374 |  |
| MUSLMZ | 375 |  |
| NAINDN | 376 |  |
| NATVEF | 377 |  |
| NATVEM | 378 |  |
| NAUISL | 379 |  |
| NEGRIT | 380 |  |
| NEPLSE | 381 |  |
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| NEWBRT | 383 |  |
| NEWCAL | 384 |  |
| NEWGER | 385 |  |
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| NGAMBY | 390 |  |
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| NGONI | 392 |  |
| NICRGN | 393 |  |
| NIGRAN | 394 |  |
| NIUEAN | 395 |  |
| NKN | 396 |  |
| NORDIC | 397 |  |
| NORMAN | 398 |  |
| NORMFR | 399 |  |
| NORTAF | 400 |  |
| NORWGN | 401 |  |
| NOS | 402 |  |
| NYANJA | 403 |  |
| OAFNEC | 404 |  |
| OASNEC | 405 |  |
| OCNISL | 406 |  |
| OEUNFD | 407 |  |
| OIMATS | 408 |  |
| OMANI | 409 |  |
| OPANEC | 410 |  |
| OPANFD | 411 |  |
| ORIENT | 412 |  |
| ORKISL | 413 |  |
| OROMO | 414 |  |
| OSANEC | 415 |  |
| OSSET | 416 |  |
| OVIMBU | 417 |  |
| PACNFD | 418 |  |
| PAKSTN | 419 |  |
| PALAUA | 420 |  |
| PALMIS | 421 |  |
| PALSTN | 422 |  |
| PANMAN | 423 |  |
| PAPUAN | 424 |  |
| PARGYN | 425 |  |
| PASHTP | 426 |  |
| PASHTU | 427 |  |
| PENISL | 428 |  |
| PERSAN | 429 |  |
| PERUVN | 430 |  |
| PEUL | 431 |  |
| PHNISL | 432 |  |
| PHOUTH | 433 |  |
| PITISL | 434 |  |
| POLISH | 435 |  |
| POLYNE | 436 |  |
| POLYNS | 437 |  |
| POLYNT | 438 |  |
| PORTGS | 439 |  |
| PUERTR | 440 |  |
| PUKISL | 441 |  |
| PUNJAB | 442 |  |
| QUECHU | 443 |  |
| RAIS | 444 |  |
| RAKHIN | 445 |  |
| RAKISL | 446 |  |
| RARTGN | 447 |  |
| RIOMUN | 448 |  |
| ROMANN | 449 |  |
| ROMANS | 450 |  |
| ROMANY | 451 |  |
| ROTUMN | 452 |  |
| RUSSAN | 453 |  |
| RUTHEN | 454 |  |
| RWANDA | 455 |  |
| SAHO | 456 |  |
| SAKALA | 457 |  |
| SAMMAR | 458 |  |
| SAMOAN | 459 |  |
| SAMOAP | 460 |  |
| SANGHA | 461 |  |
| SANISL | 462 |  |
| SARA | 463 |  |
| SARDNN | 464 |  |
| SCANDN | 465 |  |
| SCOTSH | 466 |  |
| SENA | 467 |  |
| SENOUF | 468 |  |
| SENUFO | 469 |  |
| SERBAN | 470 |  |
| SERER | 471 |  |
| SERVIC | 472 |  |
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| SHAN | 474 |  |
| SHERPA | 475 |  |
| SHTISL | 476 |  |
| SICLAN | 477 |  |
| SIDAMO | 478 |  |
| SIKH | 479 |  |
| SINCHN | 480 |  |
| SINDHI | 481 |  |
| SINHLS | 482 |  |
| SINOMA | 483 |  |
| SLAVIC | 484 |  |
| SLOVAK | 485 |  |
| SLOVNE | 486 |  |
| SLVNEC | 487 |  |
| SLVNFD | 488 |  |
| SOCISL | 489 |  |
| SOLISL | 490 |  |
| SOLVEN | 491 |  |
| SOMALI | 492 |  |
| SONGHA | 493 |  |
| SOTHO | 494 |  |
| SOUAFR | 495 |  |
| SOUAMR | 496 |  |
| SOUNFD | 497 |  |
| SOUSSO | 498 |  |
| SOUTHA | 499 |  |
| SPANSH | 500 |  |
| SRINEC | 501 |  |
| SRINFD | 502 |  |
| SRITML | 503 |  |
| SUNDAN | 504 |  |
| SWEDSH | 505 |  |
| SWISS | 506 |  |
| SYRANL | 507 |  |
| SYRIAN | 508 |  |
| SYROLE | 509 |  |
| TAHITN | 510 |  |
| TAICHN | 511 |  |
| TAJIK | 512 |  |
| TAMANG | 513 |  |
| TAMIL | 514 |  |
| TATAR | 515 |  |
| TEKE | 516 |  |
| TEUTON | 517 |  |
| THAI | 518 |  |
| TIBETN | 519 |  |
| TIGREA | 520 |  |
| TOKELN | 521 |  |
| TONGAN | 522 |  |
| TONGAS | 523 |  |
| TORISL | 524 |  |
| TOUBOU | 525 |  |
| TOUCOU | 526 |  |
| TSIMHE | 527 |  |
| TUAISL | 528 |  |
| TUAREG | 529 |  |
| TUMBUK | 530 |  |
| TUNISN | 531 |  |
| TURKME | 532 |  |
| TURKOM | 533 |  |
| TURKSH | 534 |  |
| TUTSI | 535 |  |
| TUVISL | 536 |  |
| TWA | 537 |  |
| UGANDN | 538 |  |
| UKRANN | 539 |  |
| URUGYN | 540 |  |
| UYGUR | 541 |  |
| UZBEK | 542 |  |
| VANUAT | 543 |  |
| VEDDA | 544 |  |
| VENEZN | 545 |  |
| VIETNM | 546 |  |
| VITCHN | 547 |  |
| VLACHS | 548 |  |
| VOLTAC | 549 |  |
| WAKISL | 550 |  |
| WALISL | 551 |  |
| WALLIS | 552 |  |
| WALLOO | 553 |  |
| WELSH | 554 |  |
| WHITE | 555 |  |
| WOLOF | 556 |  |
| WSTIND | 557 |  |
| YAO | 558 |  |
| YAPISL | 559 |  |
| YEMENI | 560 |  |
| YI | 561 |  |
| YORUBA | 562 |  |
| YUGOSL | 563 |  |
| ZAIRAN | 564 |  |
| ZANZIB | 565 |  |
| ZHUANG | 566 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EulerAnglesType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EulerAnglesType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EulerAnglesType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EulerAnglesType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EulerAnglesType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EulerAnglesType = function();  Type.createClass(  'C2SIM.Schema102.EulerAnglesType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EulerAnglesType |

## Constructors

|  |  |
| --- | --- |
| [EulerAnglesType](#_25EED29_Topic) | Initializes a new instance of the EulerAnglesType class |

## Properties

|  |  |
| --- | --- |
| [HeadingAngle](#_C0AC0052_Topic) |  |
| [Phi](#_CF97DB64_Topic) |  |
| [Psi](#_C5DF95E7_Topic) |  |
| [Theta](#_6FCBF8C5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EulerAnglesType Constructor

Initializes a new instance of the [EulerAnglesType](#_ACDA2EF7_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EulerAnglesType() |

|  |
| --- |
| C++ |
| public: EulerAnglesType() |

|  |
| --- |
| F# |
| new : unit -> EulerAnglesType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EulerAnglesType = function(); |

## See Also

#### Reference

[EulerAnglesType Class](#_ACDA2EF7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EulerAnglesType.HeadingAngle Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EulerAnglesType.HeadingAngle"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double HeadingAngle { get; set; } |

|  |
| --- |
| C++ |
| public: property double HeadingAngle {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member HeadingAngle : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_HeadingAngle(); function set\_HeadingAngle(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_ACDA2EF7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EulerAnglesType.Phi Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EulerAnglesType.Phi"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Phi { get; set; } |

|  |
| --- |
| C++ |
| public: property double Phi {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Phi : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Phi(); function set\_Phi(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_ACDA2EF7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EulerAnglesType.Psi Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EulerAnglesType.Psi"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Psi { get; set; } |

|  |
| --- |
| C++ |
| public: property double Psi {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Psi : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Psi(); function set\_Psi(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_ACDA2EF7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EulerAnglesType.Theta Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EulerAnglesType.Theta"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Theta { get; set; } |

|  |
| --- |
| C++ |
| public: property double Theta {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Theta : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Theta(); function set\_Theta(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[EulerAnglesType Class](#_ACDA2EF7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.EventCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum EventCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class EventCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EventCodeType = function(); C2SIM.Schema102.EventCodeType.createEnum('C2SIM.Schema102.EventCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| GenericEvent | 0 |  |
| TaskEnd | 1 |  |
| TaskStart | 2 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EventTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EventTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EventTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EventTriggerType = function();  Type.createClass(  'C2SIM.Schema102.EventTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EventTriggerType |

## Constructors

|  |  |
| --- | --- |
| [EventTriggerType](#_D43E24B1_Topic) | Initializes a new instance of the EventTriggerType class |

## Properties

|  |  |
| --- | --- |
| [Event](#_F8123179_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventTriggerType Constructor

Initializes a new instance of the [EventTriggerType](#_9D46BA36_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventTriggerType() |

|  |
| --- |
| C++ |
| public: EventTriggerType() |

|  |
| --- |
| F# |
| new : unit -> EventTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EventTriggerType = function(); |

## See Also

#### Reference

[EventTriggerType Class](#_9D46BA36_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventTriggerType.Event Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventTriggerType.Event"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventType Event { get; set; } |

|  |
| --- |
| C++ |
| public: property EventType^ Event {  EventType^ get ();  void set (EventType^ value); } |

|  |
| --- |
| F# |
| member Event : EventType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Event(); function set\_Event(value); |

#### Property Value

[EventType](#_8CD8B2C2_Topic)

## See Also

#### Reference

[EventTriggerType Class](#_9D46BA36_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.EventType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class EventType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class EventType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type EventType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EventType = function();  Type.createClass(  'C2SIM.Schema102.EventType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → EventType |

## Constructors

|  |  |
| --- | --- |
| [EventType](#_9C6E4275_Topic) | Initializes a new instance of the EventType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalRelationship](#_82C72718_Topic) |  |
| [Duration](#_D9BBE444_Topic) |  |
| [EventCode](#_4A0F5791_Topic) |  |
| [Location](#_88D71ACF_Topic) |  |
| [MapGraphicID](#_8455D32C_Topic) |  |
| [Name](#_B252DFE7_Topic) |  |
| [StartTime](#_171B429E_Topic) |  |
| [UUID](#_E7894F83_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType Constructor

Initializes a new instance of the [EventType](#_8CD8B2C2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventType() |

|  |
| --- |
| C++ |
| public: EventType() |

|  |
| --- |
| F# |
| new : unit -> EventType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.EventType = function(); |

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.ActionTemporalRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.ActionTemporalRelationship"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType[] ActionTemporalRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionTemporalRelationshipType^>^ ActionTemporalRelationship {  array<ActionTemporalRelationshipType^>^ get ();  void set (array<ActionTemporalRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member ActionTemporalRelationship : ActionTemporalRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalRelationship(); function set\_ActionTemporalRelationship(value); |

#### Property Value

[ActionTemporalRelationshipType](#_BAEF9BCE_Topic)[]

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.EventCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.EventCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EventCodeType EventCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EventCodeType EventCode {  EventCodeType get ();  void set (EventCodeType value); } |

|  |
| --- |
| F# |
| member EventCode : EventCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EventCode(); function set\_EventCode(value); |

#### Property Value

[EventCodeType](#_11C2476E_Topic)

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.Location"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_C74735F9_Topic)[]

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.MapGraphicID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.MapGraphicID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] MapGraphicID { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ MapGraphicID {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member MapGraphicID : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_MapGraphicID(); function set\_MapGraphicID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# EventType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.EventType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[EventType Class](#_8CD8B2C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ForceSideRelationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ForceSideRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ForceSideRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ForceSideRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ForceSideRelationType = function();  Type.createClass(  'C2SIM.Schema102.ForceSideRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ForceSideRelationType |

## Constructors

|  |  |
| --- | --- |
| [ForceSideRelationType](#_29E8256E_Topic) | Initializes a new instance of the ForceSideRelationType class |

## Properties

|  |  |
| --- | --- |
| [HostilityStatusCode](#_B0D26A82_Topic) |  |
| [OtherSide](#_E03AC186_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideRelationType Constructor

Initializes a new instance of the [ForceSideRelationType](#_F4094462_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideRelationType() |

|  |
| --- |
| C++ |
| public: ForceSideRelationType() |

|  |
| --- |
| F# |
| new : unit -> ForceSideRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ForceSideRelationType = function(); |

## See Also

#### Reference

[ForceSideRelationType Class](#_F4094462_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideRelationType.HostilityStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ForceSideRelationType.HostilityStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HostilityStatusCodeType HostilityStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property HostilityStatusCodeType HostilityStatusCode {  HostilityStatusCodeType get ();  void set (HostilityStatusCodeType value); } |

|  |
| --- |
| F# |
| member HostilityStatusCode : HostilityStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCode(); function set\_HostilityStatusCode(value); |

#### Property Value

[HostilityStatusCodeType](#_B64A80DD_Topic)

## See Also

#### Reference

[ForceSideRelationType Class](#_F4094462_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideRelationType.OtherSide Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ForceSideRelationType.OtherSide"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string OtherSide { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ OtherSide {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member OtherSide : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_OtherSide(); function set\_OtherSide(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ForceSideRelationType Class](#_F4094462_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ForceSideType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ForceSideType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ForceSideType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ForceSideType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ForceSideType = function();  Type.createClass(  'C2SIM.Schema102.ForceSideType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ForceSideType |

## Constructors

|  |  |
| --- | --- |
| [ForceSideType](#_7E66EDAB_Topic) | Initializes a new instance of the ForceSideType class |

## Properties

|  |  |
| --- | --- |
| [ForceSideRelation](#_7C5FEFFF_Topic) |  |
| [Name](#_B5B3A3B1_Topic) |  |
| [UUID](#_22BCB3ED_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideType Constructor

Initializes a new instance of the [ForceSideType](#_C2BC5A68_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideType() |

|  |
| --- |
| C++ |
| public: ForceSideType() |

|  |
| --- |
| F# |
| new : unit -> ForceSideType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ForceSideType = function(); |

## See Also

#### Reference

[ForceSideType Class](#_C2BC5A68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideType.ForceSideRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ForceSideType.ForceSideRelation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ForceSideRelationType[] ForceSideRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ForceSideRelationType^>^ ForceSideRelation {  array<ForceSideRelationType^>^ get ();  void set (array<ForceSideRelationType^>^ value); } |

|  |
| --- |
| F# |
| member ForceSideRelation : ForceSideRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ForceSideRelation(); function set\_ForceSideRelation(value); |

#### Property Value

[ForceSideRelationType](#_F4094462_Topic)[]

## See Also

#### Reference

[ForceSideType Class](#_C2BC5A68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ForceSideType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ForceSideType Class](#_C2BC5A68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ForceSideType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ForceSideType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ForceSideType Class](#_C2BC5A68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.GeodeticCoordinateType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class GeodeticCoordinateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class GeodeticCoordinateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type GeodeticCoordinateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.GeodeticCoordinateType = function();  Type.createClass(  'C2SIM.Schema102.GeodeticCoordinateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → GeodeticCoordinateType |

## Constructors

|  |  |
| --- | --- |
| [GeodeticCoordinateType](#_42CD216B_Topic) | Initializes a new instance of the GeodeticCoordinateType class |

## Properties

|  |  |
| --- | --- |
| [AltitudeAGL](#_508271E0_Topic) |  |
| [AltitudeAGLSpecified](#_CEFF9E3F_Topic) |  |
| [AltitudeMSL](#_32A94F0C_Topic) |  |
| [AltitudeMSLSpecified](#_1B14084A_Topic) |  |
| [Latitude](#_39B0C41C_Topic) |  |
| [Longitude](#_8DFC29F8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType Constructor

Initializes a new instance of the [GeodeticCoordinateType](#_9AF091D3_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public GeodeticCoordinateType() |

|  |
| --- |
| C++ |
| public: GeodeticCoordinateType() |

|  |
| --- |
| F# |
| new : unit -> GeodeticCoordinateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.GeodeticCoordinateType = function(); |

## See Also

#### Reference

[GeodeticCoordinateType Class](#_9AF091D3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType.AltitudeAGL Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeodeticCoordinateType.AltitudeAGL"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double AltitudeAGL { get; set; } |

|  |
| --- |
| C++ |
| public: property double AltitudeAGL {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member AltitudeAGL : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeAGL(); function set\_AltitudeAGL(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_9AF091D3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType.AltitudeAGLSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeodeticCoordinateType.AltitudeAGLSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool AltitudeAGLSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool AltitudeAGLSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member AltitudeAGLSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeAGLSpecified(); function set\_AltitudeAGLSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_9AF091D3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType.AltitudeMSL Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeodeticCoordinateType.AltitudeMSL"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double AltitudeMSL { get; set; } |

|  |
| --- |
| C++ |
| public: property double AltitudeMSL {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member AltitudeMSL : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeMSL(); function set\_AltitudeMSL(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_9AF091D3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType.AltitudeMSLSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeodeticCoordinateType.AltitudeMSLSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool AltitudeMSLSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool AltitudeMSLSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member AltitudeMSLSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_AltitudeMSLSpecified(); function set\_AltitudeMSLSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_9AF091D3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType.Latitude Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeodeticCoordinateType.Latitude"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Latitude { get; set; } |

|  |
| --- |
| C++ |
| public: property double Latitude {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Latitude : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Latitude(); function set\_Latitude(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_9AF091D3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeodeticCoordinateType.Longitude Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeodeticCoordinateType.Longitude"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Longitude { get; set; } |

|  |
| --- |
| C++ |
| public: property double Longitude {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Longitude : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Longitude(); function set\_Longitude(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[GeodeticCoordinateType Class](#_9AF091D3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeographicFeatureType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.GeographicFeatureType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class GeographicFeatureType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class GeographicFeatureType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type GeographicFeatureType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.GeographicFeatureType = function();  Type.createClass(  'C2SIM.Schema102.GeographicFeatureType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → GeographicFeatureType |

## Constructors

|  |  |
| --- | --- |
| [GeographicFeatureType](#_61E602B8_Topic) | Initializes a new instance of the GeographicFeatureType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_B4CF3C1D_Topic) |  |
| [EntityType](#_5E1B583E_Topic) |  |
| [Marking](#_F174F489_Topic) |  |
| [Name](#_5FA9F9CE_Topic) |  |
| [UUID](#_4562BCB8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeographicFeatureType Constructor

Initializes a new instance of the [GeographicFeatureType](#_EF4B5DAA_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public GeographicFeatureType() |

|  |
| --- |
| C++ |
| public: GeographicFeatureType() |

|  |
| --- |
| F# |
| new : unit -> GeographicFeatureType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.GeographicFeatureType = function(); |

## See Also

#### Reference

[GeographicFeatureType Class](#_EF4B5DAA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeographicFeatureType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeographicFeatureType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[GeographicFeatureType Class](#_EF4B5DAA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeographicFeatureType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeographicFeatureType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[GeographicFeatureType Class](#_EF4B5DAA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeographicFeatureType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeographicFeatureType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_EF4B5DAA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeographicFeatureType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeographicFeatureType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_EF4B5DAA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# GeographicFeatureType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.GeographicFeatureType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[GeographicFeatureType Class](#_EF4B5DAA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HeadingType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.HeadingType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class HeadingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class HeadingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HeadingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.HeadingType = function();  Type.createClass(  'C2SIM.Schema102.HeadingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → HeadingType |

## Constructors

|  |  |
| --- | --- |
| [HeadingType](#_4DD22EAF_Topic) | Initializes a new instance of the HeadingType class |

## Properties

|  |  |
| --- | --- |
| [HeadingAngle](#_3C01F2AF_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HeadingType Constructor

Initializes a new instance of the [HeadingType](#_D4919392_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HeadingType() |

|  |
| --- |
| C++ |
| public: HeadingType() |

|  |
| --- |
| F# |
| new : unit -> HeadingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.HeadingType = function(); |

## See Also

#### Reference

[HeadingType Class](#_D4919392_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HeadingType.HeadingAngle Property

[Missing <summary> documentation for "P:C2SIM.Schema102.HeadingType.HeadingAngle"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double HeadingAngle { get; set; } |

|  |
| --- |
| C++ |
| public: property double HeadingAngle {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member HeadingAngle : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_HeadingAngle(); function set\_HeadingAngle(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HeadingType Class](#_D4919392_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.HealthObservationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class HealthObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class HealthObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HealthObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.HealthObservationType = function();  Type.createClass(  'C2SIM.Schema102.HealthObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → HealthObservationType |

## Constructors

|  |  |
| --- | --- |
| [HealthObservationType](#_948E0F7D_Topic) | Initializes a new instance of the HealthObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_5903B817_Topic) |  |
| [ConfidenceLevel](#_9FE55615_Topic) |  |
| [ConfidenceLevelSpecified](#_9EA05267_Topic) |  |
| [EntityHealthStatus](#_54C69C59_Topic) |  |
| [UncertaintyInterval](#_8F767443_Topic) |  |
| [UncertaintyIntervalSpecified](#_173DF53C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType Constructor

Initializes a new instance of the [HealthObservationType](#_6D4A2823_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HealthObservationType() |

|  |
| --- |
| C++ |
| public: HealthObservationType() |

|  |
| --- |
| F# |
| new : unit -> HealthObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.HealthObservationType = function(); |

## See Also

#### Reference

[HealthObservationType Class](#_6D4A2823_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.HealthObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[HealthObservationType Class](#_6D4A2823_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema102.HealthObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HealthObservationType Class](#_6D4A2823_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.HealthObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[HealthObservationType Class](#_6D4A2823_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema102.HealthObservationType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_D35E4F0C_Topic)[]

## See Also

#### Reference

[HealthObservationType Class](#_6D4A2823_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema102.HealthObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[HealthObservationType Class](#_6D4A2823_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HealthObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.HealthObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[HealthObservationType Class](#_6D4A2823_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# HostilityStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.HostilityStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum HostilityStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class HostilityStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type HostilityStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.HostilityStatusCodeType = function(); C2SIM.Schema102.HostilityStatusCodeType.createEnum('C2SIM.Schema102.HostilityStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AFR | 0 |  |
| AHO | 1 |  |
| AIV | 2 |  |
| ANT | 3 |  |
| FAKER | 4 |  |
| FR | 5 |  |
| HO | 6 |  |
| IV | 7 |  |
| JOKER | 8 |  |
| NEUTRL | 9 |  |
| PENDNG | 10 |  |
| SUSPCT | 11 |  |
| UNK | 12 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationCompleteType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.InitializationCompleteType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class InitializationCompleteType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class InitializationCompleteType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type InitializationCompleteType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.InitializationCompleteType = function();  Type.createClass(  'C2SIM.Schema102.InitializationCompleteType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → InitializationCompleteType |

## Constructors

|  |  |
| --- | --- |
| [InitializationCompleteType](#_4B48FF40_Topic) | Initializes a new instance of the InitializationCompleteType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationCompleteType Constructor

Initializes a new instance of the [InitializationCompleteType](#_D52B5734_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationCompleteType() |

|  |
| --- |
| C++ |
| public: InitializationCompleteType() |

|  |
| --- |
| F# |
| new : unit -> InitializationCompleteType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.InitializationCompleteType = function(); |

## See Also

#### Reference

[InitializationCompleteType Class](#_D52B5734_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.InitializationConceptType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class InitializationConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class InitializationConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type InitializationConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.InitializationConceptType = function();  Type.createClass(  'C2SIM.Schema102.InitializationConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → InitializationConceptType |

## Constructors

|  |  |
| --- | --- |
| [InitializationConceptType](#_CA52ABC_Topic) | Initializes a new instance of the InitializationConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_C563562D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationConceptType Constructor

Initializes a new instance of the [InitializationConceptType](#_C2CEED34_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationConceptType() |

|  |
| --- |
| C++ |
| public: InitializationConceptType() |

|  |
| --- |
| F# |
| new : unit -> InitializationConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.InitializationConceptType = function(); |

## See Also

#### Reference

[InitializationConceptType Class](#_C2CEED34_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.InitializationConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[InitializationConceptType Class](#_C2CEED34_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationDataFileType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.InitializationDataFileType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class InitializationDataFileType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class InitializationDataFileType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type InitializationDataFileType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.InitializationDataFileType = function();  Type.createClass(  'C2SIM.Schema102.InitializationDataFileType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → InitializationDataFileType |

## Constructors

|  |  |
| --- | --- |
| [InitializationDataFileType](#_528645AE_Topic) | Initializes a new instance of the InitializationDataFileType class |

## Properties

|  |  |
| --- | --- |
| [IntializationFileType](#_3293EC39_Topic) |  |
| [Name](#_C2FC1806_Topic) |  |
| [SystemName](#_5D688D1F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationDataFileType Constructor

Initializes a new instance of the [InitializationDataFileType](#_FFCBE546_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType() |

|  |
| --- |
| C++ |
| public: InitializationDataFileType() |

|  |
| --- |
| F# |
| new : unit -> InitializationDataFileType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.InitializationDataFileType = function(); |

## See Also

#### Reference

[InitializationDataFileType Class](#_FFCBE546_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationDataFileType.IntializationFileType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.InitializationDataFileType.IntializationFileType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string IntializationFileType { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ IntializationFileType {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member IntializationFileType : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_IntializationFileType(); function set\_IntializationFileType(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_FFCBE546_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationDataFileType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.InitializationDataFileType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_FFCBE546_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# InitializationDataFileType.SystemName Property

[Missing <summary> documentation for "P:C2SIM.Schema102.InitializationDataFileType.SystemName"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SystemName { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SystemName {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SystemName : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemName(); function set\_SystemName(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[InitializationDataFileType Class](#_FFCBE546_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# IntervalTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.IntervalTimeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class IntervalTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class IntervalTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type IntervalTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.IntervalTimeType = function();  Type.createClass(  'C2SIM.Schema102.IntervalTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → IntervalTimeType |

## Constructors

|  |  |
| --- | --- |
| [IntervalTimeType](#_915281BF_Topic) | Initializes a new instance of the IntervalTimeType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_578651F6_Topic) |  |
| [EndTime](#_EF49819_Topic) |  |
| [StartTime](#_DCAACED0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# IntervalTimeType Constructor

Initializes a new instance of the [IntervalTimeType](#_4D9AEE7D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public IntervalTimeType() |

|  |
| --- |
| C++ |
| public: IntervalTimeType() |

|  |
| --- |
| F# |
| new : unit -> IntervalTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.IntervalTimeType = function(); |

## See Also

#### Reference

[IntervalTimeType Class](#_4D9AEE7D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# IntervalTimeType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.IntervalTimeType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_4D9AEE7D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# IntervalTimeType.EndTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.IntervalTimeType.EndTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType EndTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ EndTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member EndTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EndTime(); function set\_EndTime(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_4D9AEE7D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# IntervalTimeType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.IntervalTimeType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[IntervalTimeType Class](#_4D9AEE7D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LineType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.LineType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LineType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LineType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LineType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.LineType = function();  Type.createClass(  'C2SIM.Schema102.LineType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LineType |

## Constructors

|  |  |
| --- | --- |
| [LineType](#_4329AA95_Topic) | Initializes a new instance of the LineType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_557AFABB_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LineType Constructor

Initializes a new instance of the [LineType](#_D5BAE5C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LineType() |

|  |
| --- |
| C++ |
| public: LineType() |

|  |
| --- |
| F# |
| new : unit -> LineType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.LineType = function(); |

## See Also

#### Reference

[LineType Class](#_D5BAE5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LineType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LineType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[LineType Class](#_D5BAE5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.LocationObservationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LocationObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LocationObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LocationObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.LocationObservationType = function();  Type.createClass(  'C2SIM.Schema102.LocationObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LocationObservationType |

## Constructors

|  |  |
| --- | --- |
| [LocationObservationType](#_1F847463_Topic) | Initializes a new instance of the LocationObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_86127C6D_Topic) |  |
| [ConfidenceLevel](#_D211060F_Topic) |  |
| [ConfidenceLevelSpecified](#_5AFBDCE4_Topic) |  |
| [DirectionOfMovement](#_F5F6FD09_Topic) |  |
| [Location](#_91364A84_Topic) |  |
| [Speed](#_A9B4A93C_Topic) |  |
| [SpeedSpecified](#_8A3D7BD_Topic) |  |
| [UncertaintyInterval](#_86247075_Topic) |  |
| [UncertaintyIntervalSpecified](#_DA23D639_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType Constructor

Initializes a new instance of the [LocationObservationType](#_8F0A1CC1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationObservationType() |

|  |
| --- |
| C++ |
| public: LocationObservationType() |

|  |
| --- |
| F# |
| new : unit -> LocationObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.LocationObservationType = function(); |

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.DirectionOfMovement Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.DirectionOfMovement"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType DirectionOfMovement { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ DirectionOfMovement {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member DirectionOfMovement : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DirectionOfMovement(); function set\_DirectionOfMovement(value); |

#### Property Value

[OrientationType](#_EF39F8BB_Topic)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.Location"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType Location { get; set; } |

|  |
| --- |
| C++ |
| public: property LocationType^ Location {  LocationType^ get ();  void set (LocationType^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_C74735F9_Topic)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.Speed Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.Speed"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Speed { get; set; } |

|  |
| --- |
| C++ |
| public: property double Speed {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Speed : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Speed(); function set\_Speed(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.SpeedSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.SpeedSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SpeedSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SpeedSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SpeedSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpeedSpecified(); function set\_SpeedSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[LocationObservationType Class](#_8F0A1CC1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.LocationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class LocationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class LocationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type LocationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.LocationType = function();  Type.createClass(  'C2SIM.Schema102.LocationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → LocationType |

## Constructors

|  |  |
| --- | --- |
| [LocationType](#_86559E4F_Topic) | Initializes a new instance of the LocationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_B62A44CA_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationType Constructor

Initializes a new instance of the [LocationType](#_C74735F9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType() |

|  |
| --- |
| C++ |
| public: LocationType() |

|  |
| --- |
| F# |
| new : unit -> LocationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.LocationType = function(); |

## See Also

#### Reference

[LocationType Class](#_C74735F9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# LocationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.LocationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[LocationType Class](#_C74735F9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MagicMoveType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MagicMoveType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MagicMoveType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MagicMoveType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MagicMoveType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MagicMoveType = function();  Type.createClass(  'C2SIM.Schema102.MagicMoveType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MagicMoveType |

## Constructors

|  |  |
| --- | --- |
| [MagicMoveType](#_8242762B_Topic) | Initializes a new instance of the MagicMoveType class |

## Properties

|  |  |
| --- | --- |
| [EntityReference](#_C6DB831D_Topic) |  |
| [Location](#_2ED8A749_Topic) |  |
| [Tasker](#_A853102E_Topic) |  |
| [TaskID](#_1846BB1D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MagicMoveType Constructor

Initializes a new instance of the [MagicMoveType](#_678B567C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MagicMoveType() |

|  |
| --- |
| C++ |
| public: MagicMoveType() |

|  |
| --- |
| F# |
| new : unit -> MagicMoveType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MagicMoveType = function(); |

## See Also

#### Reference

[MagicMoveType Class](#_678B567C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MagicMoveType.EntityReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MagicMoveType.EntityReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EntityReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EntityReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EntityReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityReference(); function set\_EntityReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MagicMoveType Class](#_678B567C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MagicMoveType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MagicMoveType.Location"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType Location { get; set; } |

|  |
| --- |
| C++ |
| public: property LocationType^ Location {  LocationType^ get ();  void set (LocationType^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_C74735F9_Topic)

## See Also

#### Reference

[MagicMoveType Class](#_678B567C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MagicMoveType.Tasker Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MagicMoveType.Tasker"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Tasker { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Tasker {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Tasker : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Tasker(); function set\_Tasker(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MagicMoveType Class](#_678B567C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MagicMoveType.TaskID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MagicMoveType.TaskID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TaskID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TaskID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TaskID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskID(); function set\_TaskID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[MagicMoveType Class](#_678B567C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ManeuverWarfareTaskType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ManeuverWarfareTaskType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ManeuverWarfareTaskType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ManeuverWarfareTaskType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ManeuverWarfareTaskType = function();  Type.createClass(  'C2SIM.Schema102.ManeuverWarfareTaskType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ManeuverWarfareTaskType |

## Constructors

|  |  |
| --- | --- |
| [ManeuverWarfareTaskType](#_83878227_Topic) | Initializes a new instance of the ManeuverWarfareTaskType class |

## Properties

|  |  |
| --- | --- |
| [ActionTemporalRelationship](#_61AFFB12_Topic) |  |
| [AffectedEntity](#_957911BD_Topic) |  |
| [DesiredEffectCode](#_E5284DE7_Topic) |  |
| [Duration](#_97559AE_Topic) |  |
| [EndTime](#_FBCA8DEE_Topic) |  |
| [Location](#_E6112E70_Topic) |  |
| [MapGraphicID](#_59CA0643_Topic) |  |
| [Name](#_3AA34132_Topic) |  |
| [PerformingEntity](#_A80FB312_Topic) |  |
| [RuleOfEngagement](#_B96F9304_Topic) |  |
| [StartTime](#_EEB232C1_Topic) |  |
| [TaskActionCode](#_9BAEFD26_Topic) |  |
| [TaskFunctionalRelation](#_CA7A9714_Topic) |  |
| [UUID](#_8F43697F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType Constructor

Initializes a new instance of the [ManeuverWarfareTaskType](#_BA6A8F66_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ManeuverWarfareTaskType() |

|  |
| --- |
| C++ |
| public: ManeuverWarfareTaskType() |

|  |
| --- |
| F# |
| new : unit -> ManeuverWarfareTaskType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ManeuverWarfareTaskType = function(); |

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.ActionTemporalRelationship Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.ActionTemporalRelationship"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionTemporalRelationshipType[] ActionTemporalRelationship { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionTemporalRelationshipType^>^ ActionTemporalRelationship {  array<ActionTemporalRelationshipType^>^ get ();  void set (array<ActionTemporalRelationshipType^>^ value); } |

|  |
| --- |
| F# |
| member ActionTemporalRelationship : ActionTemporalRelationshipType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActionTemporalRelationship(); function set\_ActionTemporalRelationship(value); |

#### Property Value

[ActionTemporalRelationshipType](#_BAEF9BCE_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.AffectedEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.AffectedEntity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] AffectedEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ AffectedEntity {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member AffectedEntity : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AffectedEntity(); function set\_AffectedEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.DesiredEffectCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.DesiredEffectCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DesiredEffectCodeType[] DesiredEffectCode { get; set; } |

|  |
| --- |
| C++ |
| public: property array<DesiredEffectCodeType>^ DesiredEffectCode {  array<DesiredEffectCodeType>^ get ();  void set (array<DesiredEffectCodeType>^ value); } |

|  |
| --- |
| F# |
| member DesiredEffectCode : DesiredEffectCodeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_DesiredEffectCode(); function set\_DesiredEffectCode(value); |

#### Property Value

[DesiredEffectCodeType](#_AC4F3926_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.EndTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.EndTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType EndTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ EndTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member EndTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EndTime(); function set\_EndTime(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.Location"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_C74735F9_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.MapGraphicID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.MapGraphicID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] MapGraphicID { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ MapGraphicID {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member MapGraphicID : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_MapGraphicID(); function set\_MapGraphicID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.PerformingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.PerformingEntity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string PerformingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ PerformingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member PerformingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_PerformingEntity(); function set\_PerformingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.RuleOfEngagement Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.RuleOfEngagement"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RuleOfEngagementType[] RuleOfEngagement { get; set; } |

|  |
| --- |
| C++ |
| public: property array<RuleOfEngagementType^>^ RuleOfEngagement {  array<RuleOfEngagementType^>^ get ();  void set (array<RuleOfEngagementType^>^ value); } |

|  |
| --- |
| F# |
| member RuleOfEngagement : RuleOfEngagementType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_RuleOfEngagement(); function set\_RuleOfEngagement(value); |

#### Property Value

[RuleOfEngagementType](#_D28B1EA9_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.TaskActionCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.TaskActionCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskActionCodeType TaskActionCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskActionCodeType TaskActionCode {  TaskActionCodeType get ();  void set (TaskActionCodeType value); } |

|  |
| --- |
| F# |
| member TaskActionCode : TaskActionCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskActionCode(); function set\_TaskActionCode(value); |

#### Property Value

[TaskActionCodeType](#_2763E8F6_Topic)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.TaskFunctionalRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.TaskFunctionalRelation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalRelationType[] TaskFunctionalRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskFunctionalRelationType^>^ TaskFunctionalRelation {  array<TaskFunctionalRelationType^>^ get ();  void set (array<TaskFunctionalRelationType^>^ value); } |

|  |
| --- |
| F# |
| member TaskFunctionalRelation : TaskFunctionalRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskFunctionalRelation(); function set\_TaskFunctionalRelation(value); |

#### Property Value

[TaskFunctionalRelationType](#_91BC818D_Topic)[]

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ManeuverWarfareTaskType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ManeuverWarfareTaskType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ManeuverWarfareTaskType Class](#_BA6A8F66_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MapGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MapGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MapGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MapGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MapGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MapGraphicType = function();  Type.createClass(  'C2SIM.Schema102.MapGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MapGraphicType |

## Constructors

|  |  |
| --- | --- |
| [MapGraphicType](#_3BAA926D_Topic) | Initializes a new instance of the MapGraphicType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_4853A111_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MapGraphicType Constructor

Initializes a new instance of the [MapGraphicType](#_4CD326E4_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MapGraphicType() |

|  |
| --- |
| C++ |
| public: MapGraphicType() |

|  |
| --- |
| F# |
| new : unit -> MapGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MapGraphicType = function(); |

## See Also

#### Reference

[MapGraphicType Class](#_4CD326E4_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MapGraphicType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MapGraphicType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MapGraphicType Class](#_4CD326E4_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MessageBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageBodyType = function();  Type.createClass(  'C2SIM.Schema102.MessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [MessageBodyType](#_EC16E2AE_Topic) | Initializes a new instance of the MessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_EA2C8669_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageBodyType Constructor

Initializes a new instance of the [MessageBodyType](#_124B69B8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType() |

|  |
| --- |
| C++ |
| public: MessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> MessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageBodyType = function(); |

## See Also

#### Reference

[MessageBodyType Class](#_124B69B8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageBodyType Class](#_124B69B8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MessageCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageCodeType = function();  Type.createClass(  'C2SIM.Schema102.MessageCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageCodeType |

## Constructors

|  |  |
| --- | --- |
| [MessageCodeType](#_5B601749_Topic) | Initializes a new instance of the MessageCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_A1EA8251_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageCodeType Constructor

Initializes a new instance of the [MessageCodeType](#_46F80256_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageCodeType() |

|  |
| --- |
| C++ |
| public: MessageCodeType() |

|  |
| --- |
| F# |
| new : unit -> MessageCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageCodeType = function(); |

## See Also

#### Reference

[MessageCodeType Class](#_46F80256_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MessageCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageCodeType Class](#_46F80256_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MessageConceptType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageConceptType = function();  Type.createClass(  'C2SIM.Schema102.MessageConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageConceptType |

## Constructors

|  |  |
| --- | --- |
| [MessageConceptType](#_48644012_Topic) | Initializes a new instance of the MessageConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_24EC6FDE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageConceptType Constructor

Initializes a new instance of the [MessageConceptType](#_140DE95B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageConceptType() |

|  |
| --- |
| C++ |
| public: MessageConceptType() |

|  |
| --- |
| F# |
| new : unit -> MessageConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageConceptType = function(); |

## See Also

#### Reference

[MessageConceptType Class](#_140DE95B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MessageConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[MessageConceptType Class](#_140DE95B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MessageType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageType = function();  Type.createClass(  'C2SIM.Schema102.MessageType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageType |

## Constructors

|  |  |
| --- | --- |
| [MessageType](#_6DD24F82_Topic) | Initializes a new instance of the MessageType class |

## Properties

|  |  |
| --- | --- |
| [C2SIMHeader](#_8A495849_Topic) |  |
| [MessageBody](#_2388D42D_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageType Constructor

Initializes a new instance of the [MessageType](#_CDA05C03_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageType() |

|  |
| --- |
| C++ |
| public: MessageType() |

|  |
| --- |
| F# |
| new : unit -> MessageType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MessageType = function(); |

## See Also

#### Reference

[MessageType Class](#_CDA05C03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageType.C2SIMHeader Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MessageType.C2SIMHeader"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public C2SIMHeaderType C2SIMHeader { get; set; } |

|  |
| --- |
| C++ |
| public: property C2SIMHeaderType^ C2SIMHeader {  C2SIMHeaderType^ get ();  void set (C2SIMHeaderType^ value); } |

|  |
| --- |
| F# |
| member C2SIMHeader : C2SIMHeaderType with get, set |

|  |
| --- |
| JavaScript |
| function get\_C2SIMHeader(); function set\_C2SIMHeader(value); |

#### Property Value

[C2SIMHeaderType](#_58551ED1_Topic)

## See Also

#### Reference

[MessageType Class](#_CDA05C03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MessageType.MessageBody Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MessageType.MessageBody"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType MessageBody { get; set; } |

|  |
| --- |
| C++ |
| public: property MessageBodyType^ MessageBody {  MessageBodyType^ get ();  void set (MessageBodyType^ value); } |

|  |
| --- |
| F# |
| member MessageBody : MessageBodyType with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageBody(); function set\_MessageBody(value); |

#### Property Value

[MessageBodyType](#_124B69B8_Topic)

## See Also

#### Reference

[MessageType Class](#_CDA05C03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# METOCGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.METOCGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class METOCGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class METOCGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type METOCGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.METOCGraphicType = function();  Type.createClass(  'C2SIM.Schema102.METOCGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → METOCGraphicType |

## Constructors

|  |  |
| --- | --- |
| [METOCGraphicType](#_4D24D8A_Topic) | Initializes a new instance of the METOCGraphicType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_9EE18E4E_Topic) |  |
| [EntityType](#_3ACC57A9_Topic) |  |
| [Marking](#_2F14574F_Topic) |  |
| [Name](#_4D3741C_Topic) |  |
| [UUID](#_B60645B5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# METOCGraphicType Constructor

Initializes a new instance of the [METOCGraphicType](#_9606DFFA_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public METOCGraphicType() |

|  |
| --- |
| C++ |
| public: METOCGraphicType() |

|  |
| --- |
| F# |
| new : unit -> METOCGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.METOCGraphicType = function(); |

## See Also

#### Reference

[METOCGraphicType Class](#_9606DFFA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# METOCGraphicType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.METOCGraphicType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[METOCGraphicType Class](#_9606DFFA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# METOCGraphicType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.METOCGraphicType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[METOCGraphicType Class](#_9606DFFA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# METOCGraphicType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.METOCGraphicType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[METOCGraphicType Class](#_9606DFFA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# METOCGraphicType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.METOCGraphicType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[METOCGraphicType Class](#_9606DFFA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# METOCGraphicType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.METOCGraphicType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[METOCGraphicType Class](#_9606DFFA_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MilitaryOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MilitaryOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MilitaryOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MilitaryOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MilitaryOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MilitaryOrganizationType = function();  Type.createClass(  'C2SIM.Schema102.MilitaryOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MilitaryOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [MilitaryOrganizationType](#_A12F577F_Topic) | Initializes a new instance of the MilitaryOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_11D4F590_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MilitaryOrganizationType Constructor

Initializes a new instance of the [MilitaryOrganizationType](#_8825CCD0_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MilitaryOrganizationType() |

|  |
| --- |
| C++ |
| public: MilitaryOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> MilitaryOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MilitaryOrganizationType = function(); |

## See Also

#### Reference

[MilitaryOrganizationType Class](#_8825CCD0_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MilitaryOrganizationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MilitaryOrganizationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property UnitType^ Item {  UnitType^ get ();  void set (UnitType^ value); } |

|  |
| --- |
| F# |
| member Item : UnitType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[UnitType](#_E7FD0E0D_Topic)

## See Also

#### Reference

[MilitaryOrganizationType Class](#_8825CCD0_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MIPRequestCategoryCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.MIPRequestCategoryCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum MIPRequestCategoryCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class MIPRequestCategoryCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MIPRequestCategoryCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MIPRequestCategoryCodeType = function(); C2SIM.Schema102.MIPRequestCategoryCodeType.createEnum('C2SIM.Schema102.MIPRequestCategoryCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ACTION | 0 |  |
| ASSOC | 1 |  |
| CAPAB | 2 |  |
| HOLDNG | 3 |  |
| HOSTIL | 4 |  |
| LOCATN | 5 |  |
| PRESNC | 6 |  |
| STATUS | 7 |  |
| TYPE | 8 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MIPRequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MIPRequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MIPRequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MIPRequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MIPRequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MIPRequestContentType = function();  Type.createClass(  'C2SIM.Schema102.MIPRequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MIPRequestContentType |

## Constructors

|  |  |
| --- | --- |
| [MIPRequestContentType](#_C6D99E06_Topic) | Initializes a new instance of the MIPRequestContentType class |

## Properties

|  |  |
| --- | --- |
| [MIPRequestCategoryCode](#_72D4CF14_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MIPRequestContentType Constructor

Initializes a new instance of the [MIPRequestContentType](#_C7B947D9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MIPRequestContentType() |

|  |
| --- |
| C++ |
| public: MIPRequestContentType() |

|  |
| --- |
| F# |
| new : unit -> MIPRequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MIPRequestContentType = function(); |

## See Also

#### Reference

[MIPRequestContentType Class](#_C7B947D9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MIPRequestContentType.MIPRequestCategoryCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MIPRequestContentType.MIPRequestCategoryCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MIPRequestCategoryCodeType MIPRequestCategoryCode { get; set; } |

|  |
| --- |
| C++ |
| public: property MIPRequestCategoryCodeType MIPRequestCategoryCode {  MIPRequestCategoryCodeType get ();  void set (MIPRequestCategoryCodeType value); } |

|  |
| --- |
| F# |
| member MIPRequestCategoryCode : MIPRequestCategoryCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_MIPRequestCategoryCode(); function set\_MIPRequestCategoryCode(value); |

#### Property Value

[MIPRequestCategoryCodeType](#_97C38431_Topic)

## See Also

#### Reference

[MIPRequestContentType Class](#_C7B947D9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MipWeaponUseROEType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.MipWeaponUseROEType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MipWeaponUseROEType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MipWeaponUseROEType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MipWeaponUseROEType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MipWeaponUseROEType = function();  Type.createClass(  'C2SIM.Schema102.MipWeaponUseROEType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MipWeaponUseROEType |

## Constructors

|  |  |
| --- | --- |
| [MipWeaponUseROEType](#_E4E3A769_Topic) | Initializes a new instance of the MipWeaponUseROEType class |

## Properties

|  |  |
| --- | --- |
| [WeaponROECode](#_79414BA6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MipWeaponUseROEType Constructor

Initializes a new instance of the [MipWeaponUseROEType](#_1A233E06_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MipWeaponUseROEType() |

|  |
| --- |
| C++ |
| public: MipWeaponUseROEType() |

|  |
| --- |
| F# |
| new : unit -> MipWeaponUseROEType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.MipWeaponUseROEType = function(); |

## See Also

#### Reference

[MipWeaponUseROEType Class](#_1A233E06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# MipWeaponUseROEType.WeaponROECode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.MipWeaponUseROEType.WeaponROECode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CodeType WeaponROECode { get; set; } |

|  |
| --- |
| C++ |
| public: property CodeType^ WeaponROECode {  CodeType^ get ();  void set (CodeType^ value); } |

|  |
| --- |
| F# |
| member WeaponROECode : CodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_WeaponROECode(); function set\_WeaponROECode(value); |

#### Property Value

[CodeType](#_45FC8D86_Topic)

## See Also

#### Reference

[MipWeaponUseROEType Class](#_1A233E06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NamedEntityTypeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.NamedEntityTypeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NamedEntityTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NamedEntityTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NamedEntityTypeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NamedEntityTypeType = function();  Type.createClass(  'C2SIM.Schema102.NamedEntityTypeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NamedEntityTypeType |

## Constructors

|  |  |
| --- | --- |
| [NamedEntityTypeType](#_BC457436_Topic) | Initializes a new instance of the NamedEntityTypeType class |

## Properties

|  |  |
| --- | --- |
| [EntityTypeString](#_325E4A12_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NamedEntityTypeType Constructor

Initializes a new instance of the [NamedEntityTypeType](#_7896DEBC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NamedEntityTypeType() |

|  |
| --- |
| C++ |
| public: NamedEntityTypeType() |

|  |
| --- |
| F# |
| new : unit -> NamedEntityTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NamedEntityTypeType = function(); |

## See Also

#### Reference

[NamedEntityTypeType Class](#_7896DEBC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NamedEntityTypeType.EntityTypeString Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NamedEntityTypeType.EntityTypeString"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EntityTypeString { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EntityTypeString {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EntityTypeString : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityTypeString(); function set\_EntityTypeString(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NamedEntityTypeType Class](#_7896DEBC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.NameObservationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NameObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NameObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NameObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NameObservationType = function();  Type.createClass(  'C2SIM.Schema102.NameObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NameObservationType |

## Constructors

|  |  |
| --- | --- |
| [NameObservationType](#_EA0AA4EC_Topic) | Initializes a new instance of the NameObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_14A71B30_Topic) |  |
| [ConfidenceLevel](#_2EF3E005_Topic) |  |
| [ConfidenceLevelSpecified](#_11736824_Topic) |  |
| [HostilityStatusCode](#_9095CDFD_Topic) |  |
| [HostilityStatusCodeSpecified](#_9B09652D_Topic) |  |
| [Marking](#_2227F185_Topic) |  |
| [Name](#_EDEC5C2F_Topic) |  |
| [Side](#_858BBE9E_Topic) |  |
| [UncertaintyInterval](#_99868850_Topic) |  |
| [UncertaintyIntervalSpecified](#_85F3DD02_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType Constructor

Initializes a new instance of the [NameObservationType](#_53CAD7AD_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NameObservationType() |

|  |
| --- |
| C++ |
| public: NameObservationType() |

|  |
| --- |
| F# |
| new : unit -> NameObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NameObservationType = function(); |

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.HostilityStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.HostilityStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public HostilityStatusCodeType HostilityStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property HostilityStatusCodeType HostilityStatusCode {  HostilityStatusCodeType get ();  void set (HostilityStatusCodeType value); } |

|  |
| --- |
| F# |
| member HostilityStatusCode : HostilityStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCode(); function set\_HostilityStatusCode(value); |

#### Property Value

[HostilityStatusCodeType](#_B64A80DD_Topic)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.HostilityStatusCodeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.HostilityStatusCodeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool HostilityStatusCodeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool HostilityStatusCodeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member HostilityStatusCodeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_HostilityStatusCodeSpecified(); function set\_HostilityStatusCodeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.Side Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.Side"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Side { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Side {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Side : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Side(); function set\_Side(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NameObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NameObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[NameObservationType Class](#_53CAD7AD_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.NBC\_EventType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NBC\_EventType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NBC\_EventType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NBC\_EventType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NBC\_EventType = function();  Type.createClass(  'C2SIM.Schema102.NBC\_EventType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NBC\_EventType |

## Constructors

|  |  |
| --- | --- |
| [NBC\_EventType](#_7DDCC4D9_Topic) | Initializes a new instance of the NBC\_EventType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_A1F472F6_Topic) |  |
| [EntityType](#_D08CD385_Topic) |  |
| [Marking](#_FD97D21D_Topic) |  |
| [Name](#_88EB3483_Topic) |  |
| [Owner](#_519602F3_Topic) |  |
| [UUID](#_5389B1CB_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType Constructor

Initializes a new instance of the [NBC\_EventType](#_306D4D0E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NBC\_EventType() |

|  |
| --- |
| C++ |
| public: NBC\_EventType() |

|  |
| --- |
| F# |
| new : unit -> NBC\_EventType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NBC\_EventType = function(); |

## See Also

#### Reference

[NBC\_EventType Class](#_306D4D0E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NBC\_EventType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[NBC\_EventType Class](#_306D4D0E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NBC\_EventType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[NBC\_EventType Class](#_306D4D0E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NBC\_EventType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_306D4D0E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NBC\_EventType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_306D4D0E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NBC\_EventType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_306D4D0E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NBC\_EventType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NBC\_EventType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NBC\_EventType Class](#_306D4D0E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.NonMilitaryOrganizationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class NonMilitaryOrganizationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class NonMilitaryOrganizationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type NonMilitaryOrganizationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NonMilitaryOrganizationType = function();  Type.createClass(  'C2SIM.Schema102.NonMilitaryOrganizationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → NonMilitaryOrganizationType |

## Constructors

|  |  |
| --- | --- |
| [NonMilitaryOrganizationType](#_71009C30_Topic) | Initializes a new instance of the NonMilitaryOrganizationType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_31243C80_Topic) |  |
| [CurrentTask](#_1FB049AC_Topic) |  |
| [EntityDescriptor](#_EF900E15_Topic) |  |
| [EntityType](#_2D6A8C53_Topic) |  |
| [Name](#_23EF564C_Topic) |  |
| [Resource](#_239AE301_Topic) |  |
| [Subordinate](#_F1B0BBDC_Topic) |  |
| [UUID](#_78DBDEED_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType Constructor

Initializes a new instance of the [NonMilitaryOrganizationType](#_41E13E7A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public NonMilitaryOrganizationType() |

|  |
| --- |
| C++ |
| public: NonMilitaryOrganizationType() |

|  |
| --- |
| F# |
| new : unit -> NonMilitaryOrganizationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.NonMilitaryOrganizationType = function(); |

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_AFA34CF6_Topic)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.Subordinate Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.Subordinate"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Subordinate { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Subordinate {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Subordinate : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Subordinate(); function set\_Subordinate(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# NonMilitaryOrganizationType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.NonMilitaryOrganizationType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[NonMilitaryOrganizationType Class](#_41E13E7A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectDefinitionsType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ObjectDefinitionsType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObjectDefinitionsType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObjectDefinitionsType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObjectDefinitionsType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObjectDefinitionsType = function();  Type.createClass(  'C2SIM.Schema102.ObjectDefinitionsType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObjectDefinitionsType |

## Constructors

|  |  |
| --- | --- |
| [ObjectDefinitionsType](#_1A5994F4_Topic) | Initializes a new instance of the ObjectDefinitionsType class |

## Properties

|  |  |
| --- | --- |
| [AbstractObject](#_D1D7AC3C_Topic) |  |
| [Action](#_5D4642E9_Topic) |  |
| [Entity](#_1C64FA9C_Topic) |  |
| [PlanPhaseReference](#_773856B2_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectDefinitionsType Constructor

Initializes a new instance of the [ObjectDefinitionsType](#_5B107B03_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType() |

|  |
| --- |
| C++ |
| public: ObjectDefinitionsType() |

|  |
| --- |
| F# |
| new : unit -> ObjectDefinitionsType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObjectDefinitionsType = function(); |

## See Also

#### Reference

[ObjectDefinitionsType Class](#_5B107B03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectDefinitionsType.AbstractObject Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectDefinitionsType.AbstractObject"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AbstractObjectType[] AbstractObject { get; set; } |

|  |
| --- |
| C++ |
| public: property array<AbstractObjectType^>^ AbstractObject {  array<AbstractObjectType^>^ get ();  void set (array<AbstractObjectType^>^ value); } |

|  |
| --- |
| F# |
| member AbstractObject : AbstractObjectType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_AbstractObject(); function set\_AbstractObject(value); |

#### Property Value

[AbstractObjectType](#_2ACF6037_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_5B107B03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectDefinitionsType.Action Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectDefinitionsType.Action"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ActionType[] Action { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ActionType^>^ Action {  array<ActionType^>^ get ();  void set (array<ActionType^>^ value); } |

|  |
| --- |
| F# |
| member Action : ActionType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Action(); function set\_Action(value); |

#### Property Value

[ActionType](#_5318CDB8_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_5B107B03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectDefinitionsType.Entity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectDefinitionsType.Entity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType[] Entity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityType^>^ Entity {  array<EntityType^>^ get ();  void set (array<EntityType^>^ value); } |

|  |
| --- |
| F# |
| member Entity : EntityType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Entity(); function set\_Entity(value); |

#### Property Value

[EntityType](#_F2D31F2E_Topic)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_5B107B03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectDefinitionsType.PlanPhaseReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectDefinitionsType.PlanPhaseReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] PlanPhaseReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ PlanPhaseReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseReference(); function set\_PlanPhaseReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[ObjectDefinitionsType Class](#_5B107B03_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectInitializationBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ObjectInitializationBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObjectInitializationBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObjectInitializationBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObjectInitializationBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObjectInitializationBodyType = function();  Type.createClass(  'C2SIM.Schema102.ObjectInitializationBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObjectInitializationBodyType |

## Constructors

|  |  |
| --- | --- |
| [ObjectInitializationBodyType](#_2E31CF59_Topic) | Initializes a new instance of the ObjectInitializationBodyType class |

## Properties

|  |  |
| --- | --- |
| [InitializationDataFile](#_982EF4FD_Topic) |  |
| [ObjectDefinitions](#_EC1FD221_Topic) |  |
| [ScenarioSetting](#_3202972F_Topic) |  |
| [SystemEntityList](#_53E51048_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectInitializationBodyType Constructor

Initializes a new instance of the [ObjectInitializationBodyType](#_DCE93B25_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectInitializationBodyType() |

|  |
| --- |
| C++ |
| public: ObjectInitializationBodyType() |

|  |
| --- |
| F# |
| new : unit -> ObjectInitializationBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObjectInitializationBodyType = function(); |

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_DCE93B25_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectInitializationBodyType.InitializationDataFile Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectInitializationBodyType.InitializationDataFile"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public InitializationDataFileType[] InitializationDataFile { get; set; } |

|  |
| --- |
| C++ |
| public: property array<InitializationDataFileType^>^ InitializationDataFile {  array<InitializationDataFileType^>^ get ();  void set (array<InitializationDataFileType^>^ value); } |

|  |
| --- |
| F# |
| member InitializationDataFile : InitializationDataFileType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_InitializationDataFile(); function set\_InitializationDataFile(value); |

#### Property Value

[InitializationDataFileType](#_FFCBE546_Topic)[]

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_DCE93B25_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectInitializationBodyType.ObjectDefinitions Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectInitializationBodyType.ObjectDefinitions"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObjectDefinitionsType ObjectDefinitions { get; set; } |

|  |
| --- |
| C++ |
| public: property ObjectDefinitionsType^ ObjectDefinitions {  ObjectDefinitionsType^ get ();  void set (ObjectDefinitionsType^ value); } |

|  |
| --- |
| F# |
| member ObjectDefinitions : ObjectDefinitionsType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ObjectDefinitions(); function set\_ObjectDefinitions(value); |

#### Property Value

[ObjectDefinitionsType](#_5B107B03_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_DCE93B25_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectInitializationBodyType.ScenarioSetting Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectInitializationBodyType.ScenarioSetting"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType ScenarioSetting { get; set; } |

|  |
| --- |
| C++ |
| public: property ScenarioSettingType^ ScenarioSetting {  ScenarioSettingType^ get ();  void set (ScenarioSettingType^ value); } |

|  |
| --- |
| F# |
| member ScenarioSetting : ScenarioSettingType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ScenarioSetting(); function set\_ScenarioSetting(value); |

#### Property Value

[ScenarioSettingType](#_95B19A8A_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_DCE93B25_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObjectInitializationBodyType.SystemEntityList Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObjectInitializationBodyType.SystemEntityList"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType SystemEntityList { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemEntityListType^ SystemEntityList {  SystemEntityListType^ get ();  void set (SystemEntityListType^ value); } |

|  |
| --- |
| F# |
| member SystemEntityList : SystemEntityListType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemEntityList(); function set\_SystemEntityList(value); |

#### Property Value

[SystemEntityListType](#_5D5D4B53_Topic)

## See Also

#### Reference

[ObjectInitializationBodyType Class](#_DCE93B25_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ObservationReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObservationReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObservationReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObservationReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObservationReportContentType = function();  Type.createClass(  'C2SIM.Schema102.ObservationReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObservationReportContentType |

## Constructors

|  |  |
| --- | --- |
| [ObservationReportContentType](#_D42279E0_Topic) | Initializes a new instance of the ObservationReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_927C23CB_Topic) |  |
| [Observation](#_24BBE591_Topic) |  |
| [TimeOfObservation](#_EAFCA88_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationReportContentType Constructor

Initializes a new instance of the [ObservationReportContentType](#_BC69E24E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationReportContentType() |

|  |
| --- |
| C++ |
| public: ObservationReportContentType() |

|  |
| --- |
| F# |
| new : unit -> ObservationReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObservationReportContentType = function(); |

## See Also

#### Reference

[ObservationReportContentType Class](#_BC69E24E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationReportContentType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObservationReportContentType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[ObservationReportContentType Class](#_BC69E24E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationReportContentType.Observation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObservationReportContentType.Observation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationType[] Observation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ObservationType^>^ Observation {  array<ObservationType^>^ get ();  void set (array<ObservationType^>^ value); } |

|  |
| --- |
| F# |
| member Observation : ObservationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Observation(); function set\_Observation(value); |

#### Property Value

[ObservationType](#_9551AB6E_Topic)[]

## See Also

#### Reference

[ObservationReportContentType Class](#_BC69E24E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationReportContentType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObservationReportContentType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[ObservationReportContentType Class](#_BC69E24E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ObservationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObservationType = function();  Type.createClass(  'C2SIM.Schema102.ObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ObservationType |

## Constructors

|  |  |
| --- | --- |
| [ObservationType](#_E589A88D_Topic) | Initializes a new instance of the ObservationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_11C6103C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationType Constructor

Initializes a new instance of the [ObservationType](#_9551AB6E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ObservationType() |

|  |
| --- |
| C++ |
| public: ObservationType() |

|  |
| --- |
| F# |
| new : unit -> ObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ObservationType = function(); |

## See Also

#### Reference

[ObservationType Class](#_9551AB6E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ObservationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ObservationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ObservationType Class](#_9551AB6E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OnOrderTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.OnOrderTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OnOrderTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OnOrderTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OnOrderTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OnOrderTriggerType = function();  Type.createClass(  'C2SIM.Schema102.OnOrderTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OnOrderTriggerType |

## Constructors

|  |  |
| --- | --- |
| [OnOrderTriggerType](#_55B3398E_Topic) | Initializes a new instance of the OnOrderTriggerType class |

## Properties

|  |  |
| --- | --- |
| [TaskReference](#_D9C20718_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OnOrderTriggerType Constructor

Initializes a new instance of the [OnOrderTriggerType](#_CCB8931D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OnOrderTriggerType() |

|  |
| --- |
| C++ |
| public: OnOrderTriggerType() |

|  |
| --- |
| F# |
| new : unit -> OnOrderTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OnOrderTriggerType = function(); |

## See Also

#### Reference

[OnOrderTriggerType Class](#_CCB8931D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OnOrderTriggerType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OnOrderTriggerType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TaskReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OnOrderTriggerType Class](#_CCB8931D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OperationalStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.OperationalStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum OperationalStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class OperationalStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OperationalStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OperationalStatusCodeType = function(); C2SIM.Schema102.OperationalStatusCodeType.createEnum('C2SIM.Schema102.OperationalStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| FullyOperational | 0 |  |
| MostlyOperational | 1 |  |
| NotOperational | 2 |  |
| PartlyOperational | 3 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OperationalStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.OperationalStatusType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OperationalStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OperationalStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OperationalStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OperationalStatusType = function();  Type.createClass(  'C2SIM.Schema102.OperationalStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OperationalStatusType |

## Constructors

|  |  |
| --- | --- |
| [OperationalStatusType](#_18B151C8_Topic) | Initializes a new instance of the OperationalStatusType class |

## Properties

|  |  |
| --- | --- |
| [OperationalStatusCode](#_647D690C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OperationalStatusType Constructor

Initializes a new instance of the [OperationalStatusType](#_8683F5F8_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusType() |

|  |
| --- |
| C++ |
| public: OperationalStatusType() |

|  |
| --- |
| F# |
| new : unit -> OperationalStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OperationalStatusType = function(); |

## See Also

#### Reference

[OperationalStatusType Class](#_8683F5F8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OperationalStatusType.OperationalStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OperationalStatusType.OperationalStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusCodeType OperationalStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property OperationalStatusCodeType OperationalStatusCode {  OperationalStatusCodeType get ();  void set (OperationalStatusCodeType value); } |

|  |
| --- |
| F# |
| member OperationalStatusCode : OperationalStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OperationalStatusCode(); function set\_OperationalStatusCode(value); |

#### Property Value

[OperationalStatusCodeType](#_F6C058B8_Topic)

## See Also

#### Reference

[OperationalStatusType Class](#_8683F5F8_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.OrderBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrderBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrderBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrderBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OrderBodyType = function();  Type.createClass(  'C2SIM.Schema102.OrderBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrderBodyType |

## Constructors

|  |  |
| --- | --- |
| [OrderBodyType](#_420F25B7_Topic) | Initializes a new instance of the OrderBodyType class |

## Properties

|  |  |
| --- | --- |
| [Entity](#_28309645_Topic) |  |
| [FromSender](#_E831769_Topic) |  |
| [IssuedTime](#_FECCA2AB_Topic) |  |
| [OrderID](#_CDFF282F_Topic) |  |
| [RequestingEntity](#_BFE3F573_Topic) |  |
| [Task](#_DAC02E16_Topic) |  |
| [TaskReference](#_8E30C2AD_Topic) |  |
| [ToReceiver](#_3B687B3F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType Constructor

Initializes a new instance of the [OrderBodyType](#_FF0B26F5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrderBodyType() |

|  |
| --- |
| C++ |
| public: OrderBodyType() |

|  |
| --- |
| F# |
| new : unit -> OrderBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OrderBodyType = function(); |

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.Entity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.Entity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityType[] Entity { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityType^>^ Entity {  array<EntityType^>^ get ();  void set (array<EntityType^>^ value); } |

|  |
| --- |
| F# |
| member Entity : EntityType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Entity(); function set\_Entity(value); |

#### Property Value

[EntityType](#_F2D31F2E_Topic)[]

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.IssuedTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.IssuedTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType IssuedTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ IssuedTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member IssuedTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_IssuedTime(); function set\_IssuedTime(value); |

#### Property Value

[DateTimeType](#_F96C5AB1_Topic)

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.OrderID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.OrderID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string OrderID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ OrderID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member OrderID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_OrderID(); function set\_OrderID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.RequestingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.RequestingEntity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RequestingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RequestingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RequestingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestingEntity(); function set\_RequestingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.Task Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.Task"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType[] Task { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskType^>^ Task {  array<TaskType^>^ get ();  void set (array<TaskType^>^ value); } |

|  |
| --- |
| F# |
| member Task : TaskType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Task(); function set\_Task(value); |

#### Property Value

[TaskType](#_82759334_Topic)[]

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ TaskReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrderBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrderBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OrderBodyType Class](#_FF0B26F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrganizationCodeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.OrganizationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrganizationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrganizationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrganizationCodeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OrganizationCodeType = function();  Type.createClass(  'C2SIM.Schema102.OrganizationCodeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrganizationCodeType |

## Constructors

|  |  |
| --- | --- |
| [OrganizationCodeType](#_315F36E9_Topic) | Initializes a new instance of the OrganizationCodeType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_9C6EE7DC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrganizationCodeType Constructor

Initializes a new instance of the [OrganizationCodeType](#_C66897DB_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrganizationCodeType() |

|  |
| --- |
| C++ |
| public: OrganizationCodeType() |

|  |
| --- |
| F# |
| new : unit -> OrganizationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OrganizationCodeType = function(); |

## See Also

#### Reference

[OrganizationCodeType Class](#_C66897DB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrganizationCodeType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrganizationCodeType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[OrganizationCodeType Class](#_C66897DB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrganizationTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.OrganizationTypeCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum OrganizationTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class OrganizationTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrganizationTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OrganizationTypeCodeType = function(); C2SIM.Schema102.OrganizationTypeCodeType.createEnum('C2SIM.Schema102.OrganizationTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| CIVCON | 0 |  |
| CNTRCT | 1 |  |
| CRIMIN | 2 |  |
| DSPLPR | 3 |  |
| EDUCAL | 4 |  |
| FINCAL | 5 |  |
| FRNFGT | 6 |  |
| GANG | 7 |  |
| INSRGT | 8 |  |
| INTEL | 9 |  |
| INTLCT | 10 |  |
| JRNLST | 11 |  |
| JUDCAL | 12 |  |
| LNDOWN | 13 |  |
| LOCINH | 14 |  |
| MEDCAL | 15 |  |
| MEDINT | 16 |  |
| MEDLCL | 17 |  |
| MEDNAT | 18 |  |
| MEDNOS | 19 |  |
| MRCHNT | 20 |  |
| NKN | 21 |  |
| NOS | 22 |  |
| POLCHF | 23 |  |
| POLICE | 24 |  |
| POLTCL | 25 |  |
| POW | 26 |  |
| PRSNR | 27 |  |
| REFUGE | 28 |  |
| SHURA | 29 |  |
| SOCIAL | 30 |  |
| TERRST | 31 |  |
| TRIBAL | 32 |  |
| VILELD | 33 |  |
| WRITER | 34 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrientationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.OrientationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OrientationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OrientationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OrientationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OrientationType = function();  Type.createClass(  'C2SIM.Schema102.OrientationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OrientationType |

## Constructors

|  |  |
| --- | --- |
| [OrientationType](#_B73211E1_Topic) | Initializes a new instance of the OrientationType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_6066CE07_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrientationType Constructor

Initializes a new instance of the [OrientationType](#_EF39F8BB_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType() |

|  |
| --- |
| C++ |
| public: OrientationType() |

|  |
| --- |
| F# |
| new : unit -> OrientationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OrientationType = function(); |

## See Also

#### Reference

[OrientationType Class](#_EF39F8BB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OrientationType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OrientationType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[OrientationType Class](#_EF39F8BB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OverlayType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.OverlayType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class OverlayType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class OverlayType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type OverlayType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OverlayType = function();  Type.createClass(  'C2SIM.Schema102.OverlayType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → OverlayType |

## Constructors

|  |  |
| --- | --- |
| [OverlayType](#_2A521B43_Topic) | Initializes a new instance of the OverlayType class |

## Properties

|  |  |
| --- | --- |
| [EntityReference](#_E57E72C0_Topic) |  |
| [Name](#_88AA379_Topic) |  |
| [UUID](#_5840C4AE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OverlayType Constructor

Initializes a new instance of the [OverlayType](#_78D56CE7_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OverlayType() |

|  |
| --- |
| C++ |
| public: OverlayType() |

|  |
| --- |
| F# |
| new : unit -> OverlayType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.OverlayType = function(); |

## See Also

#### Reference

[OverlayType Class](#_78D56CE7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OverlayType.EntityReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OverlayType.EntityReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] EntityReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ EntityReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member EntityReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityReference(); function set\_EntityReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OverlayType Class](#_78D56CE7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OverlayType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OverlayType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Name { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Name {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Name : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[OverlayType Class](#_78D56CE7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# OverlayType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.OverlayType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[OverlayType Class](#_78D56CE7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PausePlaybackType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PausePlaybackType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PausePlaybackType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PausePlaybackType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PausePlaybackType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PausePlaybackType = function();  Type.createClass(  'C2SIM.Schema102.PausePlaybackType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PausePlaybackType |

## Constructors

|  |  |
| --- | --- |
| [PausePlaybackType](#_58F8BED4_Topic) | Initializes a new instance of the PausePlaybackType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PausePlaybackType Constructor

Initializes a new instance of the [PausePlaybackType](#_4139641E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PausePlaybackType() |

|  |
| --- |
| C++ |
| public: PausePlaybackType() |

|  |
| --- |
| F# |
| new : unit -> PausePlaybackType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PausePlaybackType = function(); |

## See Also

#### Reference

[PausePlaybackType Class](#_4139641E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PauseRecordingType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PauseRecordingType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PauseRecordingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PauseRecordingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PauseRecordingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PauseRecordingType = function();  Type.createClass(  'C2SIM.Schema102.PauseRecordingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PauseRecordingType |

## Constructors

|  |  |
| --- | --- |
| [PauseRecordingType](#_928D6D78_Topic) | Initializes a new instance of the PauseRecordingType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PauseRecordingType Constructor

Initializes a new instance of the [PauseRecordingType](#_67B1EA7F_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PauseRecordingType() |

|  |
| --- |
| C++ |
| public: PauseRecordingType() |

|  |
| --- |
| F# |
| new : unit -> PauseRecordingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PauseRecordingType = function(); |

## See Also

#### Reference

[PauseRecordingType Class](#_67B1EA7F_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PauseScenarioType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PauseScenarioType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PauseScenarioType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PauseScenarioType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PauseScenarioType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PauseScenarioType = function();  Type.createClass(  'C2SIM.Schema102.PauseScenarioType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PauseScenarioType |

## Constructors

|  |  |
| --- | --- |
| [PauseScenarioType](#_A139C1C7_Topic) | Initializes a new instance of the PauseScenarioType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PauseScenarioType Constructor

Initializes a new instance of the [PauseScenarioType](#_B8048C2A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PauseScenarioType() |

|  |
| --- |
| C++ |
| public: PauseScenarioType() |

|  |
| --- |
| F# |
| new : unit -> PauseScenarioType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PauseScenarioType = function(); |

## See Also

#### Reference

[PauseScenarioType Class](#_B8048C2A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PersonType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PersonType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PersonType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PersonType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PersonType = function();  Type.createClass(  'C2SIM.Schema102.PersonType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PersonType |

## Constructors

|  |  |
| --- | --- |
| [PersonType](#_12309FFF_Topic) | Initializes a new instance of the PersonType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_86552551_Topic) |  |
| [CurrentTask](#_6162A1A9_Topic) |  |
| [EntityDescriptor](#_1B908910_Topic) |  |
| [EntityType](#_F7243C71_Topic) |  |
| [Marking](#_22B381A1_Topic) |  |
| [Name](#_8E656116_Topic) |  |
| [Resource](#_570AE64D_Topic) |  |
| [UUID](#_C2F16E82_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType Constructor

Initializes a new instance of the [PersonType](#_556AE8DC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PersonType() |

|  |
| --- |
| C++ |
| public: PersonType() |

|  |
| --- |
| F# |
| new : unit -> PersonType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PersonType = function(); |

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_AFA34CF6_Topic)

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PersonType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PersonType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PersonType Class](#_556AE8DC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PhysicalConceptType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PhysicalConceptType = function();  Type.createClass(  'C2SIM.Schema102.PhysicalConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalConceptType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalConceptType](#_B159534_Topic) | Initializes a new instance of the PhysicalConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_BFE12CD7_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalConceptType Constructor

Initializes a new instance of the [PhysicalConceptType](#_63E2C7A5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalConceptType() |

|  |
| --- |
| C++ |
| public: PhysicalConceptType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PhysicalConceptType = function(); |

## See Also

#### Reference

[PhysicalConceptType Class](#_63E2C7A5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PhysicalConceptType Class](#_63E2C7A5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalEntityType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PhysicalEntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalEntityType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalEntityType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalEntityType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PhysicalEntityType = function();  Type.createClass(  'C2SIM.Schema102.PhysicalEntityType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalEntityType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalEntityType](#_973159AB_Topic) | Initializes a new instance of the PhysicalEntityType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_2DBC936A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalEntityType Constructor

Initializes a new instance of the [PhysicalEntityType](#_F2E15D64_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalEntityType() |

|  |
| --- |
| C++ |
| public: PhysicalEntityType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalEntityType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PhysicalEntityType = function(); |

## See Also

#### Reference

[PhysicalEntityType Class](#_F2E15D64_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalEntityType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalEntityType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PhysicalEntityType Class](#_F2E15D64_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PhysicalStateType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PhysicalStateType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PhysicalStateType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PhysicalStateType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PhysicalStateType = function();  Type.createClass(  'C2SIM.Schema102.PhysicalStateType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PhysicalStateType |

## Constructors

|  |  |
| --- | --- |
| [PhysicalStateType](#_87FED984_Topic) | Initializes a new instance of the PhysicalStateType class |

## Properties

|  |  |
| --- | --- |
| [DateTime](#_80E46FC6_Topic) |  |
| [DirectionOfMovement](#_3F258741_Topic) |  |
| [EntityHealthStatus](#_AD1A55E6_Topic) |  |
| [Location](#_9F0BE342_Topic) |  |
| [Orientation](#_6B44B167_Topic) |  |
| [Speed](#_C3CAFB3F_Topic) |  |
| [SpeedSpecified](#_CC9C2659_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType Constructor

Initializes a new instance of the [PhysicalStateType](#_174AAC5C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PhysicalStateType() |

|  |
| --- |
| C++ |
| public: PhysicalStateType() |

|  |
| --- |
| F# |
| new : unit -> PhysicalStateType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PhysicalStateType = function(); |

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType.DateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalStateType.DateTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType DateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ DateTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member DateTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DateTime(); function set\_DateTime(value); |

#### Property Value

[DateTimeType](#_F96C5AB1_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType.DirectionOfMovement Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalStateType.DirectionOfMovement"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType DirectionOfMovement { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ DirectionOfMovement {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member DirectionOfMovement : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DirectionOfMovement(); function set\_DirectionOfMovement(value); |

#### Property Value

[OrientationType](#_EF39F8BB_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalStateType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_D35E4F0C_Topic)[]

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalStateType.Location"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType[] Location { get; set; } |

|  |
| --- |
| C++ |
| public: property array<LocationType^>^ Location {  array<LocationType^>^ get ();  void set (array<LocationType^>^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_C74735F9_Topic)[]

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType.Orientation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalStateType.Orientation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OrientationType Orientation { get; set; } |

|  |
| --- |
| C++ |
| public: property OrientationType^ Orientation {  OrientationType^ get ();  void set (OrientationType^ value); } |

|  |
| --- |
| F# |
| member Orientation : OrientationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Orientation(); function set\_Orientation(value); |

#### Property Value

[OrientationType](#_EF39F8BB_Topic)

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType.Speed Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalStateType.Speed"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Speed { get; set; } |

|  |
| --- |
| C++ |
| public: property double Speed {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Speed : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Speed(); function set\_Speed(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PhysicalStateType.SpeedSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PhysicalStateType.SpeedSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool SpeedSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool SpeedSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member SpeedSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpeedSpecified(); function set\_SpeedSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[PhysicalStateType Class](#_174AAC5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PlanBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlanBodyType = function();  Type.createClass(  'C2SIM.Schema102.PlanBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanBodyType |

## Constructors

|  |  |
| --- | --- |
| [PlanBodyType](#_78E03DB3_Topic) | Initializes a new instance of the PlanBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_E92E43F2_Topic) |  |
| [PlanPhase](#_CD290628_Topic) |  |
| [PlanPhaseReference](#_ACB1926C_Topic) |  |
| [ToBeExecutedNow](#_AD959C97_Topic) |  |
| [ToReceiver](#_54B8D685_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanBodyType Constructor

Initializes a new instance of the [PlanBodyType](#_E1A6E323_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanBodyType() |

|  |
| --- |
| C++ |
| public: PlanBodyType() |

|  |
| --- |
| F# |
| new : unit -> PlanBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlanBodyType = function(); |

## See Also

#### Reference

[PlanBodyType Class](#_E1A6E323_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlanBodyType Class](#_E1A6E323_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanBodyType.PlanPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanBodyType.PlanPhase"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType[] PlanPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property array<PlanPhaseType^>^ PlanPhase {  array<PlanPhaseType^>^ get ();  void set (array<PlanPhaseType^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhase : PlanPhaseType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhase(); function set\_PlanPhase(value); |

#### Property Value

[PlanPhaseType](#_73CBEB76_Topic)[]

## See Also

#### Reference

[PlanBodyType Class](#_E1A6E323_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanBodyType.PlanPhaseReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanBodyType.PlanPhaseReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] PlanPhaseReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ PlanPhaseReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseReference(); function set\_PlanPhaseReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PlanBodyType Class](#_E1A6E323_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanBodyType.ToBeExecutedNow Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanBodyType.ToBeExecutedNow"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ToBeExecutedNow { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ToBeExecutedNow {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ToBeExecutedNow : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToBeExecutedNow(); function set\_ToBeExecutedNow(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[PlanBodyType Class](#_E1A6E323_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlanBodyType Class](#_E1A6E323_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseCompletionConditionType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.PlanPhaseCompletionConditionType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum PlanPhaseCompletionConditionType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class PlanPhaseCompletionConditionType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseCompletionConditionType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlanPhaseCompletionConditionType = function(); C2SIM.Schema102.PlanPhaseCompletionConditionType.createEnum('C2SIM.Schema102.PlanPhaseCompletionConditionType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AllTasksComplete | 0 |  |
| OneTaskComplete | 1 |  |
| OtherOrderReceived | 2 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PlanPhaseTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanPhaseTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanPhaseTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlanPhaseTriggerType = function();  Type.createClass(  'C2SIM.Schema102.PlanPhaseTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanPhaseTriggerType |

## Constructors

|  |  |
| --- | --- |
| [PlanPhaseTriggerType](#_10CD2840_Topic) | Initializes a new instance of the PlanPhaseTriggerType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_1A692A05_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseTriggerType Constructor

Initializes a new instance of the [PlanPhaseTriggerType](#_749A2EE6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseTriggerType() |

|  |
| --- |
| C++ |
| public: PlanPhaseTriggerType() |

|  |
| --- |
| F# |
| new : unit -> PlanPhaseTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlanPhaseTriggerType = function(); |

## See Also

#### Reference

[PlanPhaseTriggerType Class](#_749A2EE6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseTriggerType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanPhaseTriggerType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PlanPhaseTriggerType Class](#_749A2EE6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PlanPhaseType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlanPhaseType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlanPhaseType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlanPhaseType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlanPhaseType = function();  Type.createClass(  'C2SIM.Schema102.PlanPhaseType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlanPhaseType |

## Constructors

|  |  |
| --- | --- |
| [PlanPhaseType](#_2CA4032C_Topic) | Initializes a new instance of the PlanPhaseType class |

## Properties

|  |  |
| --- | --- |
| [PlanPhaseCompletionCondition](#_527FFDB1_Topic) |  |
| [PlanPhaseTrigger](#_5099298A_Topic) |  |
| [SubPhase](#_12411D0E_Topic) |  |
| [TaskReference](#_721A5BC0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseType Constructor

Initializes a new instance of the [PlanPhaseType](#_73CBEB76_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType() |

|  |
| --- |
| C++ |
| public: PlanPhaseType() |

|  |
| --- |
| F# |
| new : unit -> PlanPhaseType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlanPhaseType = function(); |

## See Also

#### Reference

[PlanPhaseType Class](#_73CBEB76_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseType.PlanPhaseCompletionCondition Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanPhaseType.PlanPhaseCompletionCondition"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseCompletionConditionType PlanPhaseCompletionCondition { get; set; } |

|  |
| --- |
| C++ |
| public: property PlanPhaseCompletionConditionType PlanPhaseCompletionCondition {  PlanPhaseCompletionConditionType get ();  void set (PlanPhaseCompletionConditionType value); } |

|  |
| --- |
| F# |
| member PlanPhaseCompletionCondition : PlanPhaseCompletionConditionType with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseCompletionCondition(); function set\_PlanPhaseCompletionCondition(value); |

#### Property Value

[PlanPhaseCompletionConditionType](#_5D00F8C1_Topic)

## See Also

#### Reference

[PlanPhaseType Class](#_73CBEB76_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseType.PlanPhaseTrigger Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanPhaseType.PlanPhaseTrigger"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseTriggerType PlanPhaseTrigger { get; set; } |

|  |
| --- |
| C++ |
| public: property PlanPhaseTriggerType^ PlanPhaseTrigger {  PlanPhaseTriggerType^ get ();  void set (PlanPhaseTriggerType^ value); } |

|  |
| --- |
| F# |
| member PlanPhaseTrigger : PlanPhaseTriggerType with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlanPhaseTrigger(); function set\_PlanPhaseTrigger(value); |

#### Property Value

[PlanPhaseTriggerType](#_749A2EE6_Topic)

## See Also

#### Reference

[PlanPhaseType Class](#_73CBEB76_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseType.SubPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanPhaseType.SubPhase"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlanPhaseType[] SubPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property array<PlanPhaseType^>^ SubPhase {  array<PlanPhaseType^>^ get ();  void set (array<PlanPhaseType^>^ value); } |

|  |
| --- |
| F# |
| member SubPhase : PlanPhaseType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubPhase(); function set\_SubPhase(value); |

#### Property Value

[PlanPhaseType](#_73CBEB76_Topic)[]

## See Also

#### Reference

[PlanPhaseType Class](#_73CBEB76_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlanPhaseType.TaskReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlanPhaseType.TaskReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] TaskReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ TaskReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member TaskReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskReference(); function set\_TaskReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[PlanPhaseType Class](#_73CBEB76_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlatformType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PlatformType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlatformType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlatformType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlatformType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlatformType = function();  Type.createClass(  'C2SIM.Schema102.PlatformType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlatformType |

## Constructors

|  |  |
| --- | --- |
| [PlatformType](#_F2161006_Topic) | Initializes a new instance of the PlatformType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_8C5C471E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlatformType Constructor

Initializes a new instance of the [PlatformType](#_8A037158_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlatformType() |

|  |
| --- |
| C++ |
| public: PlatformType() |

|  |
| --- |
| F# |
| new : unit -> PlatformType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlatformType = function(); |

## See Also

#### Reference

[PlatformType Class](#_8A037158_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlatformType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlatformType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[PlatformType Class](#_8A037158_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackRealtimeMultipleReportType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PlaybackRealtimeMultipleReportType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlaybackRealtimeMultipleReportType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlaybackRealtimeMultipleReportType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlaybackRealtimeMultipleReportType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlaybackRealtimeMultipleReportType = function();  Type.createClass(  'C2SIM.Schema102.PlaybackRealtimeMultipleReportType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlaybackRealtimeMultipleReportType |

## Constructors

|  |  |
| --- | --- |
| [PlaybackRealtimeMultipleReportType](#_10718733_Topic) | Initializes a new instance of the PlaybackRealtimeMultipleReportType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackRealtimeMultipleReportType Constructor

Initializes a new instance of the [PlaybackRealtimeMultipleReportType](#_BE9B62_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlaybackRealtimeMultipleReportType() |

|  |
| --- |
| C++ |
| public: PlaybackRealtimeMultipleReportType() |

|  |
| --- |
| F# |
| new : unit -> PlaybackRealtimeMultipleReportType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlaybackRealtimeMultipleReportType = function(); |

## See Also

#### Reference

[PlaybackRealtimeMultipleReportType Class](#_BE9B62_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.PlaybackStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum PlaybackStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class PlaybackStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlaybackStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlaybackStatusCodeType = function(); C2SIM.Schema102.PlaybackStatusCodeType.createEnum('C2SIM.Schema102.PlaybackStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| NO\_PLAYBACK\_IN\_PROGRESS | 0 |  |
| PLAYBACK\_PAUSED | 1 |  |
| PLAYBACK\_RUNNING | 2 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusReportType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PlaybackStatusReportType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PlaybackStatusReportType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PlaybackStatusReportType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PlaybackStatusReportType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlaybackStatusReportType = function();  Type.createClass(  'C2SIM.Schema102.PlaybackStatusReportType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PlaybackStatusReportType |

## Constructors

|  |  |
| --- | --- |
| [PlaybackStatusReportType](#_86A62817_Topic) | Initializes a new instance of the PlaybackStatusReportType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_5EDF1B7F_Topic) |  |
| [PlaybackPosition](#_407925BF_Topic) |  |
| [PlaybackRealtimeMultiple](#_1F5BD76C_Topic) |  |
| [PlaybackStatusCode](#_7DD4463C_Topic) |  |
| [TimeSincePlaybackStart](#_EF320531_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusReportType Constructor

Initializes a new instance of the [PlaybackStatusReportType](#_F741B3D6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlaybackStatusReportType() |

|  |
| --- |
| C++ |
| public: PlaybackStatusReportType() |

|  |
| --- |
| F# |
| new : unit -> PlaybackStatusReportType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PlaybackStatusReportType = function(); |

## See Also

#### Reference

[PlaybackStatusReportType Class](#_F741B3D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusReportType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlaybackStatusReportType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlaybackStatusReportType Class](#_F741B3D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusReportType.PlaybackPosition Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlaybackStatusReportType.PlaybackPosition"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string PlaybackPosition { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ PlaybackPosition {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member PlaybackPosition : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlaybackPosition(); function set\_PlaybackPosition(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlaybackStatusReportType Class](#_F741B3D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusReportType.PlaybackRealtimeMultiple Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlaybackStatusReportType.PlaybackRealtimeMultiple"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public decimal PlaybackRealtimeMultiple { get; set; } |

|  |
| --- |
| C++ |
| public: property Decimal PlaybackRealtimeMultiple {  Decimal get ();  void set (Decimal value); } |

|  |
| --- |
| F# |
| member PlaybackRealtimeMultiple : decimal with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlaybackRealtimeMultiple(); function set\_PlaybackRealtimeMultiple(value); |

#### Property Value

[Decimal](https://learn.microsoft.com/dotnet/api/system.decimal)

## See Also

#### Reference

[PlaybackStatusReportType Class](#_F741B3D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusReportType.PlaybackStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlaybackStatusReportType.PlaybackStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PlaybackStatusCodeType PlaybackStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property PlaybackStatusCodeType PlaybackStatusCode {  PlaybackStatusCodeType get ();  void set (PlaybackStatusCodeType value); } |

|  |
| --- |
| F# |
| member PlaybackStatusCode : PlaybackStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlaybackStatusCode(); function set\_PlaybackStatusCode(value); |

#### Property Value

[PlaybackStatusCodeType](#_89D716F8_Topic)

## See Also

#### Reference

[PlaybackStatusReportType Class](#_F741B3D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PlaybackStatusReportType.TimeSincePlaybackStart Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PlaybackStatusReportType.TimeSincePlaybackStart"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TimeSincePlaybackStart { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TimeSincePlaybackStart {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TimeSincePlaybackStart : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeSincePlaybackStart(); function set\_TimeSincePlaybackStart(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PlaybackStatusReportType Class](#_F741B3D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PointType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PointType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PointType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PointType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PointType = function();  Type.createClass(  'C2SIM.Schema102.PointType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PointType |

## Constructors

|  |  |
| --- | --- |
| [PointType](#_73E48214_Topic) | Initializes a new instance of the PointType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_63C86C60_Topic) |  |
| [EntityType](#_AE10DC09_Topic) |  |
| [Marking](#_1F27C675_Topic) |  |
| [Name](#_2200BDE0_Topic) |  |
| [Owner](#_2C7C6CA9_Topic) |  |
| [UUID](#_BBD0DD5C_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType Constructor

Initializes a new instance of the [PointType](#_D0CE4F1B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PointType() |

|  |
| --- |
| C++ |
| public: PointType() |

|  |
| --- |
| F# |
| new : unit -> PointType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PointType = function(); |

## See Also

#### Reference

[PointType Class](#_D0CE4F1B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PointType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[PointType Class](#_D0CE4F1B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PointType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[PointType Class](#_D0CE4F1B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PointType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_D0CE4F1B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PointType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_D0CE4F1B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PointType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_D0CE4F1B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PointType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PointType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PointType Class](#_D0CE4F1B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PositionReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PositionReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PositionReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PositionReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PositionReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PositionReportContentType = function();  Type.createClass(  'C2SIM.Schema102.PositionReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PositionReportContentType |

## Constructors

|  |  |
| --- | --- |
| [PositionReportContentType](#_4A5A22F0_Topic) | Initializes a new instance of the PositionReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Duration](#_398C377B_Topic) |  |
| [EntityHealthStatus](#_D1ED38A0_Topic) |  |
| [Location](#_B840BAD3_Topic) |  |
| [SubjectEntity](#_D3216231_Topic) |  |
| [TimeOfObservation](#_19CE4DB_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PositionReportContentType Constructor

Initializes a new instance of the [PositionReportContentType](#_29075F68_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PositionReportContentType() |

|  |
| --- |
| C++ |
| public: PositionReportContentType() |

|  |
| --- |
| F# |
| new : unit -> PositionReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PositionReportContentType = function(); |

## See Also

#### Reference

[PositionReportContentType Class](#_29075F68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PositionReportContentType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PositionReportContentType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_29075F68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PositionReportContentType.EntityHealthStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PositionReportContentType.EntityHealthStatus"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityHealthStatusType[] EntityHealthStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityHealthStatusType^>^ EntityHealthStatus {  array<EntityHealthStatusType^>^ get ();  void set (array<EntityHealthStatusType^>^ value); } |

|  |
| --- |
| F# |
| member EntityHealthStatus : EntityHealthStatusType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityHealthStatus(); function set\_EntityHealthStatus(value); |

#### Property Value

[EntityHealthStatusType](#_D35E4F0C_Topic)[]

## See Also

#### Reference

[PositionReportContentType Class](#_29075F68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PositionReportContentType.Location Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PositionReportContentType.Location"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public LocationType Location { get; set; } |

|  |
| --- |
| C++ |
| public: property LocationType^ Location {  LocationType^ get ();  void set (LocationType^ value); } |

|  |
| --- |
| F# |
| member Location : LocationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Location(); function set\_Location(value); |

#### Property Value

[LocationType](#_C74735F9_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_29075F68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PositionReportContentType.SubjectEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PositionReportContentType.SubjectEntity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SubjectEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SubjectEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SubjectEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubjectEntity(); function set\_SubjectEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PositionReportContentType Class](#_29075F68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PositionReportContentType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PositionReportContentType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[PositionReportContentType Class](#_29075F68_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PriorPhaseCompletionTriggerType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.PriorPhaseCompletionTriggerType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class PriorPhaseCompletionTriggerType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class PriorPhaseCompletionTriggerType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type PriorPhaseCompletionTriggerType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PriorPhaseCompletionTriggerType = function();  Type.createClass(  'C2SIM.Schema102.PriorPhaseCompletionTriggerType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → PriorPhaseCompletionTriggerType |

## Constructors

|  |  |
| --- | --- |
| [PriorPhaseCompletionTriggerType](#_A9734F61_Topic) | Initializes a new instance of the PriorPhaseCompletionTriggerType class |

## Properties

|  |  |
| --- | --- |
| [TriggerPhase](#_8F3D4128_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PriorPhaseCompletionTriggerType Constructor

Initializes a new instance of the [PriorPhaseCompletionTriggerType](#_F14DDC0B_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public PriorPhaseCompletionTriggerType() |

|  |
| --- |
| C++ |
| public: PriorPhaseCompletionTriggerType() |

|  |
| --- |
| F# |
| new : unit -> PriorPhaseCompletionTriggerType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.PriorPhaseCompletionTriggerType = function(); |

## See Also

#### Reference

[PriorPhaseCompletionTriggerType Class](#_F14DDC0B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# PriorPhaseCompletionTriggerType.TriggerPhase Property

[Missing <summary> documentation for "P:C2SIM.Schema102.PriorPhaseCompletionTriggerType.TriggerPhase"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string TriggerPhase { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ TriggerPhase {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member TriggerPhase : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_TriggerPhase(); function set\_TriggerPhase(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[PriorPhaseCompletionTriggerType Class](#_F14DDC0B_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RecordingStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.RecordingStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum RecordingStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class RecordingStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RecordingStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RecordingStatusCodeType = function(); C2SIM.Schema102.RecordingStatusCodeType.createEnum('C2SIM.Schema102.RecordingStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| NOT\_RECORDING | 0 |  |
| RECORDING\_IN\_PROGRESS | 1 |  |
| RECORDING\_PAUSED | 2 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RecordingStatusReportType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RecordingStatusReportType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RecordingStatusReportType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RecordingStatusReportType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RecordingStatusReportType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RecordingStatusReportType = function();  Type.createClass(  'C2SIM.Schema102.RecordingStatusReportType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RecordingStatusReportType |

## Constructors

|  |  |
| --- | --- |
| [RecordingStatusReportType](#_1AD72C16_Topic) | Initializes a new instance of the RecordingStatusReportType class |

## Properties

|  |  |
| --- | --- |
| [FileSize](#_CA1B5DBA_Topic) |  |
| [Name](#_8544951E_Topic) |  |
| [RecordingStatusCode](#_C5FFBEBD_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RecordingStatusReportType Constructor

Initializes a new instance of the [RecordingStatusReportType](#_528DB2E7_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RecordingStatusReportType() |

|  |
| --- |
| C++ |
| public: RecordingStatusReportType() |

|  |
| --- |
| F# |
| new : unit -> RecordingStatusReportType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RecordingStatusReportType = function(); |

## See Also

#### Reference

[RecordingStatusReportType Class](#_528DB2E7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RecordingStatusReportType.FileSize Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RecordingStatusReportType.FileSize"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FileSize { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FileSize {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FileSize : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FileSize(); function set\_FileSize(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RecordingStatusReportType Class](#_528DB2E7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RecordingStatusReportType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RecordingStatusReportType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RecordingStatusReportType Class](#_528DB2E7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RecordingStatusReportType.RecordingStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RecordingStatusReportType.RecordingStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RecordingStatusCodeType RecordingStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property RecordingStatusCodeType RecordingStatusCode {  RecordingStatusCodeType get ();  void set (RecordingStatusCodeType value); } |

|  |
| --- |
| F# |
| member RecordingStatusCode : RecordingStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_RecordingStatusCode(); function set\_RecordingStatusCode(value); |

#### Property Value

[RecordingStatusCodeType](#_8FBEB705_Topic)

## See Also

#### Reference

[RecordingStatusReportType Class](#_528DB2E7_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RefreshInitSelectionType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.RefreshInitSelectionType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum RefreshInitSelectionType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class RefreshInitSelectionType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RefreshInitSelectionType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RefreshInitSelectionType = function(); C2SIM.Schema102.RefreshInitSelectionType.createEnum('C2SIM.Schema102.RefreshInitSelectionType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| INITIALIZATION\_LATEST\_POSITIONS | 0 |  |
| INITIALIZATION\_ORIGINAL | 1 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RefreshInitType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RefreshInitType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RefreshInitType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RefreshInitType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RefreshInitType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RefreshInitType = function();  Type.createClass(  'C2SIM.Schema102.RefreshInitType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RefreshInitType |

## Constructors

|  |  |
| --- | --- |
| [RefreshInitType](#_E1243176_Topic) | Initializes a new instance of the RefreshInitType class |

## Properties

|  |  |
| --- | --- |
| [RefreshInitSelection](#_61F3ABFE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RefreshInitType Constructor

Initializes a new instance of the [RefreshInitType](#_34EF8AEE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RefreshInitType() |

|  |
| --- |
| C++ |
| public: RefreshInitType() |

|  |
| --- |
| F# |
| new : unit -> RefreshInitType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RefreshInitType = function(); |

## See Also

#### Reference

[RefreshInitType Class](#_34EF8AEE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RefreshInitType.RefreshInitSelection Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RefreshInitType.RefreshInitSelection"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RefreshInitSelectionType RefreshInitSelection { get; set; } |

|  |
| --- |
| C++ |
| public: property RefreshInitSelectionType RefreshInitSelection {  RefreshInitSelectionType get ();  void set (RefreshInitSelectionType value); } |

|  |
| --- |
| F# |
| member RefreshInitSelection : RefreshInitSelectionType with get, set |

|  |
| --- |
| JavaScript |
| function get\_RefreshInitSelection(); function set\_RefreshInitSelection(value); |

#### Property Value

[RefreshInitSelectionType](#_90C4BAAF_Topic)

## See Also

#### Reference

[RefreshInitType Class](#_34EF8AEE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReinforcedReducedTypeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.ReinforcedReducedTypeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ReinforcedReducedTypeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ReinforcedReducedTypeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReinforcedReducedTypeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ReinforcedReducedTypeType = function(); C2SIM.Schema102.ReinforcedReducedTypeType.createEnum('C2SIM.Schema102.ReinforcedReducedTypeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| DETD | 0 |  |
| NORM | 1 |  |
| REIN | 2 |  |
| RIDT | 3 |  |
| ReinforcementNKN | 4 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelationshipType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RelationshipType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelationshipType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelationshipType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelationshipType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RelationshipType = function();  Type.createClass(  'C2SIM.Schema102.RelationshipType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelationshipType |

## Constructors

|  |  |
| --- | --- |
| [RelationshipType](#_CC1AC27A_Topic) | Initializes a new instance of the RelationshipType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_E7674DDE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelationshipType Constructor

Initializes a new instance of the [RelationshipType](#_E6421883_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelationshipType() |

|  |
| --- |
| C++ |
| public: RelationshipType() |

|  |
| --- |
| F# |
| new : unit -> RelationshipType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RelationshipType = function(); |

## See Also

#### Reference

[RelationshipType Class](#_E6421883_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelationshipType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RelationshipType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[RelationshipType Class](#_E6421883_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeLocationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RelativeLocationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelativeLocationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelativeLocationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelativeLocationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RelativeLocationType = function();  Type.createClass(  'C2SIM.Schema102.RelativeLocationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelativeLocationType |

## Constructors

|  |  |
| --- | --- |
| [RelativeLocationType](#_73B39EA2_Topic) | Initializes a new instance of the RelativeLocationType class |

## Properties

|  |  |
| --- | --- |
| [EntityReference](#_F494A68_Topic) |  |
| [SpatialOffset](#_C2E07DE8_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeLocationType Constructor

Initializes a new instance of the [RelativeLocationType](#_9DEC59C1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelativeLocationType() |

|  |
| --- |
| C++ |
| public: RelativeLocationType() |

|  |
| --- |
| F# |
| new : unit -> RelativeLocationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RelativeLocationType = function(); |

## See Also

#### Reference

[RelativeLocationType Class](#_9DEC59C1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeLocationType.EntityReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RelativeLocationType.EntityReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EntityReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EntityReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EntityReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityReference(); function set\_EntityReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeLocationType Class](#_9DEC59C1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeLocationType.SpatialOffset Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RelativeLocationType.SpatialOffset"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SpatialOffsetType SpatialOffset { get; set; } |

|  |
| --- |
| C++ |
| public: property SpatialOffsetType^ SpatialOffset {  SpatialOffsetType^ get ();  void set (SpatialOffsetType^ value); } |

|  |
| --- |
| F# |
| member SpatialOffset : SpatialOffsetType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpatialOffset(); function set\_SpatialOffset(value); |

#### Property Value

[SpatialOffsetType](#_993C461A_Topic)

## See Also

#### Reference

[RelativeLocationType Class](#_9DEC59C1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RelativeTimeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RelativeTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RelativeTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RelativeTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RelativeTimeType = function();  Type.createClass(  'C2SIM.Schema102.RelativeTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RelativeTimeType |

## Constructors

|  |  |
| --- | --- |
| [RelativeTimeType](#_98AA10E1_Topic) | Initializes a new instance of the RelativeTimeType class |

## Properties

|  |  |
| --- | --- |
| [DelayTimeAmount](#_8516A740_Topic) |  |
| [EventReference](#_6B4BE1E8_Topic) |  |
| [Name](#_8F53B2EF_Topic) |  |
| [TimeReferenceCode](#_CC3F5490_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeTimeType Constructor

Initializes a new instance of the [RelativeTimeType](#_30082A65_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RelativeTimeType() |

|  |
| --- |
| C++ |
| public: RelativeTimeType() |

|  |
| --- |
| F# |
| new : unit -> RelativeTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RelativeTimeType = function(); |

## See Also

#### Reference

[RelativeTimeType Class](#_30082A65_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeTimeType.DelayTimeAmount Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RelativeTimeType.DelayTimeAmount"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType DelayTimeAmount { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ DelayTimeAmount {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member DelayTimeAmount : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DelayTimeAmount(); function set\_DelayTimeAmount(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[RelativeTimeType Class](#_30082A65_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeTimeType.EventReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RelativeTimeType.EventReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string EventReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ EventReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member EventReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_EventReference(); function set\_EventReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeTimeType Class](#_30082A65_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RelativeTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RelativeTimeType Class](#_30082A65_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RelativeTimeType.TimeReferenceCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RelativeTimeType.TimeReferenceCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeReferenceCodeType TimeReferenceCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeReferenceCodeType TimeReferenceCode {  TimeReferenceCodeType get ();  void set (TimeReferenceCodeType value); } |

|  |
| --- |
| F# |
| member TimeReferenceCode : TimeReferenceCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeReferenceCode(); function set\_TimeReferenceCode(value); |

#### Property Value

[TimeReferenceCodeType](#_6A7910EE_Topic)

## See Also

#### Reference

[RelativeTimeType Class](#_30082A65_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReligionCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.ReligionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum ReligionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class ReligionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReligionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ReligionCodeType = function(); C2SIM.Schema102.ReligionCodeType.createEnum('C2SIM.Schema102.ReligionCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AFRMTH | 0 |  |
| ANGLCN | 1 |  |
| ANIMSM | 2 |  |
| APSTLC | 3 |  |
| ARMNAN | 4 |  |
| ARMORT | 5 |  |
| ASMGOD | 6 |  |
| ATHEST | 7 |  |
| BABYLN | 8 |  |
| BAHAI | 9 |  |
| BAPTST | 10 |  |
| BEHAI | 11 |  |
| BLGORT | 12 |  |
| BUDHSM | 13 |  |
| CALVNS | 14 |  |
| CATHLC | 15 |  |
| CHNDGY | 16 |  |
| CHRENG | 17 |  |
| CHRFRW | 18 |  |
| CHRGOD | 19 |  |
| CHRSLB | 20 |  |
| CHRSTN | 21 |  |
| CHRTVL | 22 |  |
| CNFCNS | 23 |  |
| CNG | 24 |  |
| CNGCCH | 25 |  |
| CNGNCH | 26 |  |
| CPTCHR | 27 |  |
| DRUZE | 28 |  |
| EKLNIE | 29 |  |
| EPSCPL | 30 |  |
| ESTORT | 31 |  |
| ETHORT | 32 |  |
| EVNALL | 33 |  |
| EVNGCH | 34 |  |
| EVNLUT | 35 |  |
| GEOORT | 36 |  |
| GRGARM | 37 |  |
| GRKCTH | 38 |  |
| GRKORT | 39 |  |
| HINDU | 40 |  |
| IBDMUS | 41 |  |
| INDGNS | 42 |  |
| ISLAMA | 43 |  |
| ISLAMC | 44 |  |
| ISLAMI | 45 |  |
| ISLAMN | 46 |  |
| JAINS | 47 |  |
| JHVWTN | 48 |  |
| JUDASM | 49 |  |
| KIEVPT | 50 |  |
| KMBNGS | 51 |  |
| LAMBUD | 52 |  |
| LNDMSN | 53 |  |
| LTRSNT | 54 |  |
| LUTHRN | 55 |  |
| MANDEA | 56 |  |
| MARONT | 57 |  |
| MENNTE | 58 |  |
| METHDS | 59 |  |
| MODKNG | 60 |  |
| MORMON | 61 |  |
| MSCWPT | 62 |  |
| MUSLIM | 63 |  |
| MUSMLY | 64 |  |
| MUSSHF | 65 |  |
| MUSZYD | 66 |  |
| NIUNCH | 67 |  |
| NKN | 68 |  |
| NONE | 69 |  |
| NOS | 70 |  |
| ORTHDX | 71 |  |
| PARSI | 72 |  |
| PGNAFR | 73 |  |
| PNTCST | 74 |  |
| PRSBYT | 75 |  |
| PRT | 76 |  |
| PRTADV | 77 |  |
| PRTEVN | 78 |  |
| PRTMRV | 79 |  |
| RMNCTH | 80 |  |
| RMNCTU | 81 |  |
| ROMORT | 82 |  |
| RUSORT | 83 |  |
| SHIMUS | 84 |  |
| SHINTO | 85 |  |
| SHMNSM | 86 |  |
| SIKH | 87 |  |
| SLVMUS | 88 |  |
| SOCFRD | 89 |  |
| SPRCLT | 90 |  |
| SUNMUS | 91 |  |
| SVNADV | 92 |  |
| SYNCHN | 93 |  |
| TAOISM | 94 |  |
| TBTBUD | 95 |  |
| THRVBD | 96 |  |
| TRBREL | 97 |  |
| TRD | 98 |  |
| TRDMYN | 99 |  |
| UKRAUT | 100 |  |
| UKRCTH | 101 |  |
| UKRORT | 102 |  |
| UNCH | 103 |  |
| UNCHAU | 104 |  |
| UNCHCN | 105 |  |
| UNCHPR | 106 |  |
| UNDMTH | 107 |  |
| UNDPRB | 108 |  |
| UNFRCH | 109 |  |
| UNICTH | 110 |  |
| VOODOO | 111 |  |
| ZRSTRN | 112 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ReportBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ReportBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ReportBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReportBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ReportBodyType = function();  Type.createClass(  'C2SIM.Schema102.ReportBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ReportBodyType |

## Constructors

|  |  |
| --- | --- |
| [ReportBodyType](#_1348A017_Topic) | Initializes a new instance of the ReportBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_55E05EF6_Topic) |  |
| [ReportContent](#_D0AA45E7_Topic) |  |
| [ReportID](#_6094A1B6_Topic) |  |
| [ReportingEntity](#_84370EA1_Topic) |  |
| [ToReceiver](#_5F713134_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportBodyType Constructor

Initializes a new instance of the [ReportBodyType](#_BFD1C2F2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportBodyType() |

|  |
| --- |
| C++ |
| public: ReportBodyType() |

|  |
| --- |
| F# |
| new : unit -> ReportBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ReportBodyType = function(); |

## See Also

#### Reference

[ReportBodyType Class](#_BFD1C2F2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ReportBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_BFD1C2F2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportBodyType.ReportContent Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ReportBodyType.ReportContent"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportContentType[] ReportContent { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ReportContentType^>^ ReportContent {  array<ReportContentType^>^ get ();  void set (array<ReportContentType^>^ value); } |

|  |
| --- |
| F# |
| member ReportContent : ReportContentType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportContent(); function set\_ReportContent(value); |

#### Property Value

[ReportContentType](#_169DB071_Topic)[]

## See Also

#### Reference

[ReportBodyType Class](#_BFD1C2F2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportBodyType.ReportID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ReportBodyType.ReportID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReportID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReportID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReportID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportID(); function set\_ReportID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_BFD1C2F2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportBodyType.ReportingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ReportBodyType.ReportingEntity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ReportingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ReportingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ReportingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReportingEntity(); function set\_ReportingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_BFD1C2F2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ReportBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ReportBodyType Class](#_BFD1C2F2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ReportContentType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ReportContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ReportContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ReportContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ReportContentType = function();  Type.createClass(  'C2SIM.Schema102.ReportContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ReportContentType |

## Constructors

|  |  |
| --- | --- |
| [ReportContentType](#_F3343040_Topic) | Initializes a new instance of the ReportContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_B9574180_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportContentType Constructor

Initializes a new instance of the [ReportContentType](#_169DB071_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReportContentType() |

|  |
| --- |
| C++ |
| public: ReportContentType() |

|  |
| --- |
| F# |
| new : unit -> ReportContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ReportContentType = function(); |

## See Also

#### Reference

[ReportContentType Class](#_169DB071_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ReportContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ReportContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[ReportContentType Class](#_169DB071_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RequestBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestBodyType = function();  Type.createClass(  'C2SIM.Schema102.RequestBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestBodyType |

## Constructors

|  |  |
| --- | --- |
| [RequestBodyType](#_D42C6E8B_Topic) | Initializes a new instance of the RequestBodyType class |

## Properties

|  |  |
| --- | --- |
| [FromSender](#_36D35516_Topic) |  |
| [RequestContent](#_C60454F3_Topic) |  |
| [RequestingEntity](#_66313506_Topic) |  |
| [ToReceiver](#_8D7713F5_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestBodyType Constructor

Initializes a new instance of the [RequestBodyType](#_9B20A9F9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestBodyType() |

|  |
| --- |
| C++ |
| public: RequestBodyType() |

|  |
| --- |
| F# |
| new : unit -> RequestBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestBodyType = function(); |

## See Also

#### Reference

[RequestBodyType Class](#_9B20A9F9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestBodyType.FromSender Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RequestBodyType.FromSender"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FromSender { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FromSender {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FromSender : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSender(); function set\_FromSender(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_9B20A9F9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestBodyType.RequestContent Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RequestBodyType.RequestContent"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestContentType[] RequestContent { get; set; } |

|  |
| --- |
| C++ |
| public: property array<RequestContentType^>^ RequestContent {  array<RequestContentType^>^ get ();  void set (array<RequestContentType^>^ value); } |

|  |
| --- |
| F# |
| member RequestContent : RequestContentType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestContent(); function set\_RequestContent(value); |

#### Property Value

[RequestContentType](#_8B8E1ED_Topic)[]

## See Also

#### Reference

[RequestBodyType Class](#_9B20A9F9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestBodyType.RequestingEntity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RequestBodyType.RequestingEntity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string RequestingEntity { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ RequestingEntity {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member RequestingEntity : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_RequestingEntity(); function set\_RequestingEntity(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_9B20A9F9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestBodyType.ToReceiver Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RequestBodyType.ToReceiver"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ToReceiver { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ToReceiver {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ToReceiver : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceiver(); function set\_ToReceiver(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RequestBodyType Class](#_9B20A9F9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestContentType = function();  Type.createClass(  'C2SIM.Schema102.RequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestContentType |

## Constructors

|  |  |
| --- | --- |
| [RequestContentType](#_D30DEB97_Topic) | Initializes a new instance of the RequestContentType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_26843AD0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestContentType Constructor

Initializes a new instance of the [RequestContentType](#_8B8E1ED_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestContentType() |

|  |
| --- |
| C++ |
| public: RequestContentType() |

|  |
| --- |
| F# |
| new : unit -> RequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestContentType = function(); |

## See Also

#### Reference

[RequestContentType Class](#_8B8E1ED_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestContentType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RequestContentType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[RequestContentType Class](#_8B8E1ED_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestPlaybackRealtimeMultipleType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RequestPlaybackRealtimeMultipleType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestPlaybackRealtimeMultipleType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestPlaybackRealtimeMultipleType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestPlaybackRealtimeMultipleType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestPlaybackRealtimeMultipleType = function();  Type.createClass(  'C2SIM.Schema102.RequestPlaybackRealtimeMultipleType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestPlaybackRealtimeMultipleType |

## Constructors

|  |  |
| --- | --- |
| [RequestPlaybackRealtimeMultipleType](#_472F7C23_Topic) | Initializes a new instance of the RequestPlaybackRealtimeMultipleType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestPlaybackRealtimeMultipleType Constructor

Initializes a new instance of the [RequestPlaybackRealtimeMultipleType](#_E1325F8A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestPlaybackRealtimeMultipleType() |

|  |
| --- |
| C++ |
| public: RequestPlaybackRealtimeMultipleType() |

|  |
| --- |
| F# |
| new : unit -> RequestPlaybackRealtimeMultipleType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestPlaybackRealtimeMultipleType = function(); |

## See Also

#### Reference

[RequestPlaybackRealtimeMultipleType Class](#_E1325F8A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestPlaybackStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RequestPlaybackStatusType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestPlaybackStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestPlaybackStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestPlaybackStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestPlaybackStatusType = function();  Type.createClass(  'C2SIM.Schema102.RequestPlaybackStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestPlaybackStatusType |

## Constructors

|  |  |
| --- | --- |
| [RequestPlaybackStatusType](#_90524366_Topic) | Initializes a new instance of the RequestPlaybackStatusType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestPlaybackStatusType Constructor

Initializes a new instance of the [RequestPlaybackStatusType](#_B040086D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestPlaybackStatusType() |

|  |
| --- |
| C++ |
| public: RequestPlaybackStatusType() |

|  |
| --- |
| F# |
| new : unit -> RequestPlaybackStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestPlaybackStatusType = function(); |

## See Also

#### Reference

[RequestPlaybackStatusType Class](#_B040086D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestRecordingStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RequestRecordingStatusType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestRecordingStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestRecordingStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestRecordingStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestRecordingStatusType = function();  Type.createClass(  'C2SIM.Schema102.RequestRecordingStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestRecordingStatusType |

## Constructors

|  |  |
| --- | --- |
| [RequestRecordingStatusType](#_BE9E6BCB_Topic) | Initializes a new instance of the RequestRecordingStatusType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestRecordingStatusType Constructor

Initializes a new instance of the [RequestRecordingStatusType](#_5518FA93_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestRecordingStatusType() |

|  |
| --- |
| C++ |
| public: RequestRecordingStatusType() |

|  |
| --- |
| F# |
| new : unit -> RequestRecordingStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestRecordingStatusType = function(); |

## See Also

#### Reference

[RequestRecordingStatusType Class](#_5518FA93_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestSimulationRealtimeMultipleType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RequestSimulationRealtimeMultipleType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RequestSimulationRealtimeMultipleType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RequestSimulationRealtimeMultipleType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RequestSimulationRealtimeMultipleType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestSimulationRealtimeMultipleType = function();  Type.createClass(  'C2SIM.Schema102.RequestSimulationRealtimeMultipleType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RequestSimulationRealtimeMultipleType |

## Constructors

|  |  |
| --- | --- |
| [RequestSimulationRealtimeMultipleType](#_918B44FE_Topic) | Initializes a new instance of the RequestSimulationRealtimeMultipleType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RequestSimulationRealtimeMultipleType Constructor

Initializes a new instance of the [RequestSimulationRealtimeMultipleType](#_B4A8C85D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RequestSimulationRealtimeMultipleType() |

|  |
| --- |
| C++ |
| public: RequestSimulationRealtimeMultipleType() |

|  |
| --- |
| F# |
| new : unit -> RequestSimulationRealtimeMultipleType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RequestSimulationRealtimeMultipleType = function(); |

## See Also

#### Reference

[RequestSimulationRealtimeMultipleType Class](#_B4A8C85D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResetScenarioType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ResetScenarioType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResetScenarioType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResetScenarioType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResetScenarioType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResetScenarioType = function();  Type.createClass(  'C2SIM.Schema102.ResetScenarioType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResetScenarioType |

## Constructors

|  |  |
| --- | --- |
| [ResetScenarioType](#_5D0DFBE3_Topic) | Initializes a new instance of the ResetScenarioType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResetScenarioType Constructor

Initializes a new instance of the [ResetScenarioType](#_5BB19FB1_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResetScenarioType() |

|  |
| --- |
| C++ |
| public: ResetScenarioType() |

|  |
| --- |
| F# |
| new : unit -> ResetScenarioType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResetScenarioType = function(); |

## See Also

#### Reference

[ResetScenarioType Class](#_5BB19FB1_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ResourceObservationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourceObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourceObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourceObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResourceObservationType = function();  Type.createClass(  'C2SIM.Schema102.ResourceObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourceObservationType |

## Constructors

|  |  |
| --- | --- |
| [ResourceObservationType](#_7D78258B_Topic) | Initializes a new instance of the ResourceObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_AD13EB11_Topic) |  |
| [ConfidenceLevel](#_A3A38B6B_Topic) |  |
| [ConfidenceLevelSpecified](#_7853408E_Topic) |  |
| [Resource](#_C2B8610E_Topic) |  |
| [UncertaintyInterval](#_850B873A_Topic) |  |
| [UncertaintyIntervalSpecified](#_C2D17671_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType Constructor

Initializes a new instance of the [ResourceObservationType](#_8B21FEDB_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceObservationType() |

|  |
| --- |
| C++ |
| public: ResourceObservationType() |

|  |
| --- |
| F# |
| new : unit -> ResourceObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResourceObservationType = function(); |

## See Also

#### Reference

[ResourceObservationType Class](#_8B21FEDB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ResourceObservationType Class](#_8B21FEDB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceObservationType Class](#_8B21FEDB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ResourceObservationType Class](#_8B21FEDB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceObservationType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[ResourceObservationType Class](#_8B21FEDB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceObservationType Class](#_8B21FEDB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[ResourceObservationType Class](#_8B21FEDB_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourcesType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ResourcesType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourcesType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourcesType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourcesType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResourcesType = function();  Type.createClass(  'C2SIM.Schema102.ResourcesType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourcesType |

## Constructors

|  |  |
| --- | --- |
| [ResourcesType](#_CDA2DBDD_Topic) | Initializes a new instance of the ResourcesType class |

## Properties

|  |  |
| --- | --- |
| [Resource](#_A79EE55A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourcesType Constructor

Initializes a new instance of the [ResourcesType](#_CF10E583_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourcesType() |

|  |
| --- |
| C++ |
| public: ResourcesType() |

|  |
| --- |
| F# |
| new : unit -> ResourcesType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResourcesType = function(); |

## See Also

#### Reference

[ResourcesType Class](#_CF10E583_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourcesType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourcesType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[ResourcesType Class](#_CF10E583_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ResourceType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResourceType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResourceType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResourceType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResourceType = function();  Type.createClass(  'C2SIM.Schema102.ResourceType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResourceType |

## Constructors

|  |  |
| --- | --- |
| [ResourceType](#_1D7B956A_Topic) | Initializes a new instance of the ResourceType class |

## Properties

|  |  |
| --- | --- |
| [EntityType](#_21EFAC6D_Topic) |  |
| [Name](#_12B603B9_Topic) |  |
| [Quantity](#_BC300C46_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceType Constructor

Initializes a new instance of the [ResourceType](#_4482E11E_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType() |

|  |
| --- |
| C++ |
| public: ResourceType() |

|  |
| --- |
| F# |
| new : unit -> ResourceType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResourceType = function(); |

## See Also

#### Reference

[ResourceType Class](#_4482E11E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[ResourceType Class](#_4482E11E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ResourceType Class](#_4482E11E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResourceType.Quantity Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ResourceType.Quantity"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double Quantity { get; set; } |

|  |
| --- |
| C++ |
| public: property double Quantity {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member Quantity : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_Quantity(); function set\_Quantity(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[ResourceType Class](#_4482E11E_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResumePlaybackType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ResumePlaybackType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResumePlaybackType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResumePlaybackType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResumePlaybackType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResumePlaybackType = function();  Type.createClass(  'C2SIM.Schema102.ResumePlaybackType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResumePlaybackType |

## Constructors

|  |  |
| --- | --- |
| [ResumePlaybackType](#_54D567F_Topic) | Initializes a new instance of the ResumePlaybackType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResumePlaybackType Constructor

Initializes a new instance of the [ResumePlaybackType](#_B2B6780F_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResumePlaybackType() |

|  |
| --- |
| C++ |
| public: ResumePlaybackType() |

|  |
| --- |
| F# |
| new : unit -> ResumePlaybackType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResumePlaybackType = function(); |

## See Also

#### Reference

[ResumePlaybackType Class](#_B2B6780F_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResumeRecordingType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ResumeRecordingType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResumeRecordingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResumeRecordingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResumeRecordingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResumeRecordingType = function();  Type.createClass(  'C2SIM.Schema102.ResumeRecordingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResumeRecordingType |

## Constructors

|  |  |
| --- | --- |
| [ResumeRecordingType](#_9BBDEA9_Topic) | Initializes a new instance of the ResumeRecordingType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResumeRecordingType Constructor

Initializes a new instance of the [ResumeRecordingType](#_61D50644_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResumeRecordingType() |

|  |
| --- |
| C++ |
| public: ResumeRecordingType() |

|  |
| --- |
| F# |
| new : unit -> ResumeRecordingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResumeRecordingType = function(); |

## See Also

#### Reference

[ResumeRecordingType Class](#_61D50644_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResumeScenarioType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ResumeScenarioType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ResumeScenarioType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ResumeScenarioType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ResumeScenarioType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResumeScenarioType = function();  Type.createClass(  'C2SIM.Schema102.ResumeScenarioType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ResumeScenarioType |

## Constructors

|  |  |
| --- | --- |
| [ResumeScenarioType](#_9D88E7D0_Topic) | Initializes a new instance of the ResumeScenarioType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ResumeScenarioType Constructor

Initializes a new instance of the [ResumeScenarioType](#_BB6111FE_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResumeScenarioType() |

|  |
| --- |
| C++ |
| public: ResumeScenarioType() |

|  |
| --- |
| F# |
| new : unit -> ResumeScenarioType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ResumeScenarioType = function(); |

## See Also

#### Reference

[ResumeScenarioType Class](#_BB6111FE_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RouteType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RouteType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RouteType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RouteType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RouteType = function();  Type.createClass(  'C2SIM.Schema102.RouteType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RouteType |

## Constructors

|  |  |
| --- | --- |
| [RouteType](#_97FCD00A_Topic) | Initializes a new instance of the RouteType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_DCBEB73A_Topic) |  |
| [EntityType](#_5BE88704_Topic) |  |
| [Marking](#_ED31BC35_Topic) |  |
| [Name](#_1550B4D0_Topic) |  |
| [Owner](#_3C066292_Topic) |  |
| [UUID](#_9ACB9F0F_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType Constructor

Initializes a new instance of the [RouteType](#_414BD5D6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RouteType() |

|  |
| --- |
| C++ |
| public: RouteType() |

|  |
| --- |
| F# |
| new : unit -> RouteType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RouteType = function(); |

## See Also

#### Reference

[RouteType Class](#_414BD5D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RouteType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[RouteType Class](#_414BD5D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RouteType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[RouteType Class](#_414BD5D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RouteType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_414BD5D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RouteType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_414BD5D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RouteType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_414BD5D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RouteType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RouteType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[RouteType Class](#_414BD5D6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RuleOfEngagementType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.RuleOfEngagementType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class RuleOfEngagementType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class RuleOfEngagementType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type RuleOfEngagementType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RuleOfEngagementType = function();  Type.createClass(  'C2SIM.Schema102.RuleOfEngagementType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → RuleOfEngagementType |

## Constructors

|  |  |
| --- | --- |
| [RuleOfEngagementType](#_5B587262_Topic) | Initializes a new instance of the RuleOfEngagementType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_8452A644_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RuleOfEngagementType Constructor

Initializes a new instance of the [RuleOfEngagementType](#_D28B1EA9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public RuleOfEngagementType() |

|  |
| --- |
| C++ |
| public: RuleOfEngagementType() |

|  |
| --- |
| F# |
| new : unit -> RuleOfEngagementType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.RuleOfEngagementType = function(); |

## See Also

#### Reference

[RuleOfEngagementType Class](#_D28B1EA9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# RuleOfEngagementType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.RuleOfEngagementType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MipWeaponUseROEType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property MipWeaponUseROEType^ Item {  MipWeaponUseROEType^ get ();  void set (MipWeaponUseROEType^ value); } |

|  |
| --- |
| F# |
| member Item : MipWeaponUseROEType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[MipWeaponUseROEType](#_1A233E06_Topic)

## See Also

#### Reference

[RuleOfEngagementType Class](#_D28B1EA9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ScenarioSettingType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ScenarioSettingType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ScenarioSettingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ScenarioSettingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ScenarioSettingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ScenarioSettingType = function();  Type.createClass(  'C2SIM.Schema102.ScenarioSettingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ScenarioSettingType |

## Constructors

|  |  |
| --- | --- |
| [ScenarioSettingType](#_8AC369DA_Topic) | Initializes a new instance of the ScenarioSettingType class |

## Properties

|  |  |
| --- | --- |
| [DateTime](#_58E6A5DF_Topic) |  |
| [Version](#_59712ADC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ScenarioSettingType Constructor

Initializes a new instance of the [ScenarioSettingType](#_95B19A8A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ScenarioSettingType() |

|  |
| --- |
| C++ |
| public: ScenarioSettingType() |

|  |
| --- |
| F# |
| new : unit -> ScenarioSettingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ScenarioSettingType = function(); |

## See Also

#### Reference

[ScenarioSettingType Class](#_95B19A8A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ScenarioSettingType.DateTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ScenarioSettingType.DateTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DateTimeType DateTime { get; set; } |

|  |
| --- |
| C++ |
| public: property DateTimeType^ DateTime {  DateTimeType^ get ();  void set (DateTimeType^ value); } |

|  |
| --- |
| F# |
| member DateTime : DateTimeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DateTime(); function set\_DateTime(value); |

#### Property Value

[DateTimeType](#_F96C5AB1_Topic)

## See Also

#### Reference

[ScenarioSettingType Class](#_95B19A8A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ScenarioSettingType.Version Property

[Missing <summary> documentation for "P:C2SIM.Schema102.ScenarioSettingType.Version"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Version { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Version {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Version : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Version(); function set\_Version(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[ScenarioSettingType Class](#_95B19A8A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SecurityClassificationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.SecurityClassificationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum SecurityClassificationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class SecurityClassificationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SecurityClassificationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SecurityClassificationCodeType = function(); C2SIM.Schema102.SecurityClassificationCodeType.createEnum('C2SIM.Schema102.SecurityClassificationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| Confidential | 0 |  |
| Secret | 1 |  |
| TopSecret | 2 |  |
| Unclassified | 3 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SetPlaybackRealtimeMultipleType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SetPlaybackRealtimeMultipleType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SetPlaybackRealtimeMultipleType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SetPlaybackRealtimeMultipleType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SetPlaybackRealtimeMultipleType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SetPlaybackRealtimeMultipleType = function();  Type.createClass(  'C2SIM.Schema102.SetPlaybackRealtimeMultipleType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SetPlaybackRealtimeMultipleType |

## Constructors

|  |  |
| --- | --- |
| [SetPlaybackRealtimeMultipleType](#_C63C97F_Topic) | Initializes a new instance of the SetPlaybackRealtimeMultipleType class |

## Properties

|  |  |
| --- | --- |
| [PlaybackRealtimeMultiple](#_F6137D8A_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SetPlaybackRealtimeMultipleType Constructor

Initializes a new instance of the [SetPlaybackRealtimeMultipleType](#_BF124599_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SetPlaybackRealtimeMultipleType() |

|  |
| --- |
| C++ |
| public: SetPlaybackRealtimeMultipleType() |

|  |
| --- |
| F# |
| new : unit -> SetPlaybackRealtimeMultipleType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SetPlaybackRealtimeMultipleType = function(); |

## See Also

#### Reference

[SetPlaybackRealtimeMultipleType Class](#_BF124599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SetPlaybackRealtimeMultipleType.PlaybackRealtimeMultiple Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SetPlaybackRealtimeMultipleType.PlaybackRealtimeMultiple"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public decimal PlaybackRealtimeMultiple { get; set; } |

|  |
| --- |
| C++ |
| public: property Decimal PlaybackRealtimeMultiple {  Decimal get ();  void set (Decimal value); } |

|  |
| --- |
| F# |
| member PlaybackRealtimeMultiple : decimal with get, set |

|  |
| --- |
| JavaScript |
| function get\_PlaybackRealtimeMultiple(); function set\_PlaybackRealtimeMultiple(value); |

#### Property Value

[Decimal](https://learn.microsoft.com/dotnet/api/system.decimal)

## See Also

#### Reference

[SetPlaybackRealtimeMultipleType Class](#_BF124599_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SetSimulationRealtimeMultipleType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SetSimulationRealtimeMultipleType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SetSimulationRealtimeMultipleType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SetSimulationRealtimeMultipleType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SetSimulationRealtimeMultipleType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SetSimulationRealtimeMultipleType = function();  Type.createClass(  'C2SIM.Schema102.SetSimulationRealtimeMultipleType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SetSimulationRealtimeMultipleType |

## Constructors

|  |  |
| --- | --- |
| [SetSimulationRealtimeMultipleType](#_62BF1B86_Topic) | Initializes a new instance of the SetSimulationRealtimeMultipleType class |

## Properties

|  |  |
| --- | --- |
| [SimulationRealtimeMultiple](#_52211B66_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SetSimulationRealtimeMultipleType Constructor

Initializes a new instance of the [SetSimulationRealtimeMultipleType](#_65221C5C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SetSimulationRealtimeMultipleType() |

|  |
| --- |
| C++ |
| public: SetSimulationRealtimeMultipleType() |

|  |
| --- |
| F# |
| new : unit -> SetSimulationRealtimeMultipleType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SetSimulationRealtimeMultipleType = function(); |

## See Also

#### Reference

[SetSimulationRealtimeMultipleType Class](#_65221C5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SetSimulationRealtimeMultipleType.SimulationRealtimeMultiple Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SetSimulationRealtimeMultipleType.SimulationRealtimeMultiple"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public decimal SimulationRealtimeMultiple { get; set; } |

|  |
| --- |
| C++ |
| public: property Decimal SimulationRealtimeMultiple {  Decimal get ();  void set (Decimal value); } |

|  |
| --- |
| F# |
| member SimulationRealtimeMultiple : decimal with get, set |

|  |
| --- |
| JavaScript |
| function get\_SimulationRealtimeMultiple(); function set\_SimulationRealtimeMultiple(value); |

#### Property Value

[Decimal](https://learn.microsoft.com/dotnet/api/system.decimal)

## See Also

#### Reference

[SetSimulationRealtimeMultipleType Class](#_65221C5C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ShareScenarioType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.ShareScenarioType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class ShareScenarioType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class ShareScenarioType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type ShareScenarioType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ShareScenarioType = function();  Type.createClass(  'C2SIM.Schema102.ShareScenarioType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → ShareScenarioType |

## Constructors

|  |  |
| --- | --- |
| [ShareScenarioType](#_2571BF50_Topic) | Initializes a new instance of the ShareScenarioType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# ShareScenarioType Constructor

Initializes a new instance of the [ShareScenarioType](#_C2F523D9_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ShareScenarioType() |

|  |
| --- |
| C++ |
| public: ShareScenarioType() |

|  |
| --- |
| F# |
| new : unit -> ShareScenarioType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.ShareScenarioType = function(); |

## See Also

#### Reference

[ShareScenarioType Class](#_C2F523D9_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SimulationRealtimeMultipleReportType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SimulationRealtimeMultipleReportType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SimulationRealtimeMultipleReportType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SimulationRealtimeMultipleReportType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SimulationRealtimeMultipleReportType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SimulationRealtimeMultipleReportType = function();  Type.createClass(  'C2SIM.Schema102.SimulationRealtimeMultipleReportType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SimulationRealtimeMultipleReportType |

## Constructors

|  |  |
| --- | --- |
| [SimulationRealtimeMultipleReportType](#_34C3642D_Topic) | Initializes a new instance of the SimulationRealtimeMultipleReportType class |

## Properties

|  |  |
| --- | --- |
| [SimulationRealtimeMultiple](#_2042CE5E_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SimulationRealtimeMultipleReportType Constructor

Initializes a new instance of the [SimulationRealtimeMultipleReportType](#_70513C59_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SimulationRealtimeMultipleReportType() |

|  |
| --- |
| C++ |
| public: SimulationRealtimeMultipleReportType() |

|  |
| --- |
| F# |
| new : unit -> SimulationRealtimeMultipleReportType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SimulationRealtimeMultipleReportType = function(); |

## See Also

#### Reference

[SimulationRealtimeMultipleReportType Class](#_70513C59_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SimulationRealtimeMultipleReportType.SimulationRealtimeMultiple Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SimulationRealtimeMultipleReportType.SimulationRealtimeMultiple"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public decimal SimulationRealtimeMultiple { get; set; } |

|  |
| --- |
| C++ |
| public: property Decimal SimulationRealtimeMultiple {  Decimal get ();  void set (Decimal value); } |

|  |
| --- |
| F# |
| member SimulationRealtimeMultiple : decimal with get, set |

|  |
| --- |
| JavaScript |
| function get\_SimulationRealtimeMultiple(); function set\_SimulationRealtimeMultiple(value); |

#### Property Value

[Decimal](https://learn.microsoft.com/dotnet/api/system.decimal)

## See Also

#### Reference

[SimulationRealtimeMultipleReportType Class](#_70513C59_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SimulationTimeType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SimulationTimeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SimulationTimeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SimulationTimeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SimulationTimeType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SimulationTimeType = function();  Type.createClass(  'C2SIM.Schema102.SimulationTimeType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SimulationTimeType |

## Constructors

|  |  |
| --- | --- |
| [SimulationTimeType](#_4D0969B1_Topic) | Initializes a new instance of the SimulationTimeType class |

## Properties

|  |  |
| --- | --- |
| [DelayTimeAmount](#_783CDD75_Topic) |  |
| [Name](#_DC04EF63_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SimulationTimeType Constructor

Initializes a new instance of the [SimulationTimeType](#_DEE1E4F5_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SimulationTimeType() |

|  |
| --- |
| C++ |
| public: SimulationTimeType() |

|  |
| --- |
| F# |
| new : unit -> SimulationTimeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SimulationTimeType = function(); |

## See Also

#### Reference

[SimulationTimeType Class](#_DEE1E4F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SimulationTimeType.DelayTimeAmount Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SimulationTimeType.DelayTimeAmount"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType DelayTimeAmount { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ DelayTimeAmount {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member DelayTimeAmount : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_DelayTimeAmount(); function set\_DelayTimeAmount(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[SimulationTimeType Class](#_DEE1E4F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SimulationTimeType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SimulationTimeType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SimulationTimeType Class](#_DEE1E4F5_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SpatialOffsetType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SpatialOffsetType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SpatialOffsetType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SpatialOffsetType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SpatialOffsetType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SpatialOffsetType = function();  Type.createClass(  'C2SIM.Schema102.SpatialOffsetType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SpatialOffsetType |

## Constructors

|  |  |
| --- | --- |
| [SpatialOffsetType](#_E8E72CB0_Topic) | Initializes a new instance of the SpatialOffsetType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_8A03B8CD_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SpatialOffsetType Constructor

Initializes a new instance of the [SpatialOffsetType](#_993C461A_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SpatialOffsetType() |

|  |
| --- |
| C++ |
| public: SpatialOffsetType() |

|  |
| --- |
| F# |
| new : unit -> SpatialOffsetType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SpatialOffsetType = function(); |

## See Also

#### Reference

[SpatialOffsetType Class](#_993C461A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SpatialOffsetType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SpatialOffsetType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CartesianOffsetType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property CartesianOffsetType^ Item {  CartesianOffsetType^ get ();  void set (CartesianOffsetType^ value); } |

|  |
| --- |
| F# |
| member Item : CartesianOffsetType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[CartesianOffsetType](#_AA106C16_Topic)

## See Also

#### Reference

[SpatialOffsetType Class](#_993C461A_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartPlaybackType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.StartPlaybackType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StartPlaybackType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StartPlaybackType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StartPlaybackType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StartPlaybackType = function();  Type.createClass(  'C2SIM.Schema102.StartPlaybackType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StartPlaybackType |

## Constructors

|  |  |
| --- | --- |
| [StartPlaybackType](#_3E8536B4_Topic) | Initializes a new instance of the StartPlaybackType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_B3B34347_Topic) |  |
| [StartTime](#_635E9491_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartPlaybackType Constructor

Initializes a new instance of the [StartPlaybackType](#_45BA092D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StartPlaybackType() |

|  |
| --- |
| C++ |
| public: StartPlaybackType() |

|  |
| --- |
| F# |
| new : unit -> StartPlaybackType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StartPlaybackType = function(); |

## See Also

#### Reference

[StartPlaybackType Class](#_45BA092D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartPlaybackType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.StartPlaybackType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[StartPlaybackType Class](#_45BA092D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartPlaybackType.StartTime Property

[Missing <summary> documentation for "P:C2SIM.Schema102.StartPlaybackType.StartTime"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType StartTime { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ StartTime {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member StartTime : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_StartTime(); function set\_StartTime(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[StartPlaybackType Class](#_45BA092D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartRecordingType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.StartRecordingType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StartRecordingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StartRecordingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StartRecordingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StartRecordingType = function();  Type.createClass(  'C2SIM.Schema102.StartRecordingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StartRecordingType |

## Constructors

|  |  |
| --- | --- |
| [StartRecordingType](#_33126181_Topic) | Initializes a new instance of the StartRecordingType class |

## Properties

|  |  |
| --- | --- |
| [Name](#_E34B1FBE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartRecordingType Constructor

Initializes a new instance of the [StartRecordingType](#_B95270C2_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StartRecordingType() |

|  |
| --- |
| C++ |
| public: StartRecordingType() |

|  |
| --- |
| F# |
| new : unit -> StartRecordingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StartRecordingType = function(); |

## See Also

#### Reference

[StartRecordingType Class](#_B95270C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartRecordingType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.StartRecordingType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[StartRecordingType Class](#_B95270C2_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartScenarioType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.StartScenarioType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StartScenarioType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StartScenarioType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StartScenarioType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StartScenarioType = function();  Type.createClass(  'C2SIM.Schema102.StartScenarioType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StartScenarioType |

## Constructors

|  |  |
| --- | --- |
| [StartScenarioType](#_C34B3AF9_Topic) | Initializes a new instance of the StartScenarioType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StartScenarioType Constructor

Initializes a new instance of the [StartScenarioType](#_65A04776_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StartScenarioType() |

|  |
| --- |
| C++ |
| public: StartScenarioType() |

|  |
| --- |
| F# |
| new : unit -> StartScenarioType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StartScenarioType = function(); |

## See Also

#### Reference

[StartScenarioType Class](#_65A04776_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StopPlaybackType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.StopPlaybackType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StopPlaybackType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StopPlaybackType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StopPlaybackType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StopPlaybackType = function();  Type.createClass(  'C2SIM.Schema102.StopPlaybackType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StopPlaybackType |

## Constructors

|  |  |
| --- | --- |
| [StopPlaybackType](#_B5390B79_Topic) | Initializes a new instance of the StopPlaybackType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StopPlaybackType Constructor

Initializes a new instance of the [StopPlaybackType](#_739BAA24_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StopPlaybackType() |

|  |
| --- |
| C++ |
| public: StopPlaybackType() |

|  |
| --- |
| F# |
| new : unit -> StopPlaybackType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StopPlaybackType = function(); |

## See Also

#### Reference

[StopPlaybackType Class](#_739BAA24_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StopRecordingType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.StopRecordingType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StopRecordingType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StopRecordingType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StopRecordingType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StopRecordingType = function();  Type.createClass(  'C2SIM.Schema102.StopRecordingType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StopRecordingType |

## Constructors

|  |  |
| --- | --- |
| [StopRecordingType](#_D06CF341_Topic) | Initializes a new instance of the StopRecordingType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StopRecordingType Constructor

Initializes a new instance of the [StopRecordingType](#_6D13B017_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StopRecordingType() |

|  |
| --- |
| C++ |
| public: StopRecordingType() |

|  |
| --- |
| F# |
| new : unit -> StopRecordingType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StopRecordingType = function(); |

## See Also

#### Reference

[StopRecordingType Class](#_6D13B017_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StopScenarioType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.StopScenarioType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StopScenarioType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StopScenarioType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StopScenarioType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StopScenarioType = function();  Type.createClass(  'C2SIM.Schema102.StopScenarioType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StopScenarioType |

## Constructors

|  |  |
| --- | --- |
| [StopScenarioType](#_ECD42A8D_Topic) | Initializes a new instance of the StopScenarioType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StopScenarioType Constructor

Initializes a new instance of the [StopScenarioType](#_B05EA829_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StopScenarioType() |

|  |
| --- |
| C++ |
| public: StopScenarioType() |

|  |
| --- |
| F# |
| new : unit -> StopScenarioType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StopScenarioType = function(); |

## See Also

#### Reference

[StopScenarioType Class](#_B05EA829_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StrengthType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.StrengthType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class StrengthType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class StrengthType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type StrengthType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StrengthType = function();  Type.createClass(  'C2SIM.Schema102.StrengthType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → StrengthType |

## Constructors

|  |  |
| --- | --- |
| [StrengthType](#_206A358E_Topic) | Initializes a new instance of the StrengthType class |

## Properties

|  |  |
| --- | --- |
| [StrengthPercentage](#_B43D6C3B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StrengthType Constructor

Initializes a new instance of the [StrengthType](#_82638A6_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public StrengthType() |

|  |
| --- |
| C++ |
| public: StrengthType() |

|  |
| --- |
| F# |
| new : unit -> StrengthType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.StrengthType = function(); |

## See Also

#### Reference

[StrengthType Class](#_82638A6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# StrengthType.StrengthPercentage Property

[Missing <summary> documentation for "P:C2SIM.Schema102.StrengthType.StrengthPercentage"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string StrengthPercentage { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ StrengthPercentage {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member StrengthPercentage : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_StrengthPercentage(); function set\_StrengthPercentage(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[StrengthType Class](#_82638A6_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SubjectTypeObservationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SubjectTypeObservationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SubjectTypeObservationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SubjectTypeObservationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SubjectTypeObservationType = function();  Type.createClass(  'C2SIM.Schema102.SubjectTypeObservationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SubjectTypeObservationType |

## Constructors

|  |  |
| --- | --- |
| [SubjectTypeObservationType](#_FACF2E88_Topic) | Initializes a new instance of the SubjectTypeObservationType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_AF0BDD46_Topic) |  |
| [ConfidenceLevel](#_BE2BE170_Topic) |  |
| [ConfidenceLevelSpecified](#_89D1E8A9_Topic) |  |
| [EntityType](#_6E7AC581_Topic) |  |
| [UncertaintyInterval](#_4938D88D_Topic) |  |
| [UncertaintyIntervalSpecified](#_FA315D2B_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType Constructor

Initializes a new instance of the [SubjectTypeObservationType](#_23118412_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SubjectTypeObservationType() |

|  |
| --- |
| C++ |
| public: SubjectTypeObservationType() |

|  |
| --- |
| F# |
| new : unit -> SubjectTypeObservationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SubjectTypeObservationType = function(); |

## See Also

#### Reference

[SubjectTypeObservationType Class](#_23118412_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubjectTypeObservationType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ActorReference {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_23118412_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType.ConfidenceLevel Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubjectTypeObservationType.ConfidenceLevel"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double ConfidenceLevel { get; set; } |

|  |
| --- |
| C++ |
| public: property double ConfidenceLevel {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member ConfidenceLevel : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevel(); function set\_ConfidenceLevel(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_23118412_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType.ConfidenceLevelSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubjectTypeObservationType.ConfidenceLevelSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ConfidenceLevelSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ConfidenceLevelSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ConfidenceLevelSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConfidenceLevelSpecified(); function set\_ConfidenceLevelSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_23118412_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubjectTypeObservationType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[SubjectTypeObservationType Class](#_23118412_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType.UncertaintyInterval Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubjectTypeObservationType.UncertaintyInterval"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public double UncertaintyInterval { get; set; } |

|  |
| --- |
| C++ |
| public: property double UncertaintyInterval {  double get ();  void set (double value); } |

|  |
| --- |
| F# |
| member UncertaintyInterval : float with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyInterval(); function set\_UncertaintyInterval(value); |

#### Property Value

[Double](https://learn.microsoft.com/dotnet/api/system.double)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_23118412_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubjectTypeObservationType.UncertaintyIntervalSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubjectTypeObservationType.UncertaintyIntervalSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool UncertaintyIntervalSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool UncertaintyIntervalSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member UncertaintyIntervalSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_UncertaintyIntervalSpecified(); function set\_UncertaintyIntervalSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[SubjectTypeObservationType Class](#_23118412_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubmitInitializationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SubmitInitializationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SubmitInitializationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SubmitInitializationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SubmitInitializationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SubmitInitializationType = function();  Type.createClass(  'C2SIM.Schema102.SubmitInitializationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SubmitInitializationType |

## Constructors

|  |  |
| --- | --- |
| [SubmitInitializationType](#_8D2B5400_Topic) | Initializes a new instance of the SubmitInitializationType class |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubmitInitializationType Constructor

Initializes a new instance of the [SubmitInitializationType](#_4D58B7EC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SubmitInitializationType() |

|  |
| --- |
| C++ |
| public: SubmitInitializationType() |

|  |
| --- |
| F# |
| new : unit -> SubmitInitializationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SubmitInitializationType = function(); |

## See Also

#### Reference

[SubmitInitializationType Class](#_4D58B7EC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SubsurfaceVesselType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SubsurfaceVesselType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SubsurfaceVesselType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SubsurfaceVesselType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SubsurfaceVesselType = function();  Type.createClass(  'C2SIM.Schema102.SubsurfaceVesselType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SubsurfaceVesselType |

## Constructors

|  |  |
| --- | --- |
| [SubsurfaceVesselType](#_2F046F9B_Topic) | Initializes a new instance of the SubsurfaceVesselType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_D2122608_Topic) |  |
| [CurrentTask](#_1B961465_Topic) |  |
| [EntityDescriptor](#_D262C04E_Topic) |  |
| [EntityType](#_627F01E6_Topic) |  |
| [Marking](#_F93BAEB5_Topic) |  |
| [Name](#_C95859D8_Topic) |  |
| [Resource](#_992441A_Topic) |  |
| [UUID](#_AC0FF5B0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType Constructor

Initializes a new instance of the [SubsurfaceVesselType](#_72DE51F3_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SubsurfaceVesselType() |

|  |
| --- |
| C++ |
| public: SubsurfaceVesselType() |

|  |
| --- |
| F# |
| new : unit -> SubsurfaceVesselType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SubsurfaceVesselType = function(); |

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_AFA34CF6_Topic)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SubsurfaceVesselType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SubsurfaceVesselType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SubsurfaceVesselType Class](#_72DE51F3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SurfaceVesselType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SurfaceVesselType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SurfaceVesselType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SurfaceVesselType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SurfaceVesselType = function();  Type.createClass(  'C2SIM.Schema102.SurfaceVesselType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SurfaceVesselType |

## Constructors

|  |  |
| --- | --- |
| [SurfaceVesselType](#_57D27AD7_Topic) | Initializes a new instance of the SurfaceVesselType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_D8380C35_Topic) |  |
| [CurrentTask](#_3D934F0_Topic) |  |
| [EntityDescriptor](#_4E34A49C_Topic) |  |
| [EntityType](#_DCC18D62_Topic) |  |
| [Marking](#_EFC66A03_Topic) |  |
| [Name](#_B5772F96_Topic) |  |
| [Resource](#_72778610_Topic) |  |
| [UUID](#_57A09E09_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType Constructor

Initializes a new instance of the [SurfaceVesselType](#_6C3EE1BC_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SurfaceVesselType() |

|  |
| --- |
| C++ |
| public: SurfaceVesselType() |

|  |
| --- |
| F# |
| new : unit -> SurfaceVesselType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SurfaceVesselType = function(); |

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_AFA34CF6_Topic)

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SurfaceVesselType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SurfaceVesselType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SurfaceVesselType Class](#_6C3EE1BC_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemAcknowledgementBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SystemAcknowledgementBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemAcknowledgementBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemAcknowledgementBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemAcknowledgementBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SystemAcknowledgementBodyType = function();  Type.createClass(  'C2SIM.Schema102.SystemAcknowledgementBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemAcknowledgementBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemAcknowledgementBodyType](#_CBEEE382_Topic) | Initializes a new instance of the SystemAcknowledgementBodyType class |

## Properties

|  |  |
| --- | --- |
| [AcknowledgeTypeCode](#_20D7B100_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemAcknowledgementBodyType Constructor

Initializes a new instance of the [SystemAcknowledgementBodyType](#_60377D3C_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemAcknowledgementBodyType() |

|  |
| --- |
| C++ |
| public: SystemAcknowledgementBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemAcknowledgementBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SystemAcknowledgementBodyType = function(); |

## See Also

#### Reference

[SystemAcknowledgementBodyType Class](#_60377D3C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemAcknowledgementBodyType.AcknowledgeTypeCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SystemAcknowledgementBodyType.AcknowledgeTypeCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public AcknowledgeTypeCodeType AcknowledgeTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property AcknowledgeTypeCodeType AcknowledgeTypeCode {  AcknowledgeTypeCodeType get ();  void set (AcknowledgeTypeCodeType value); } |

|  |
| --- |
| F# |
| member AcknowledgeTypeCode : AcknowledgeTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_AcknowledgeTypeCode(); function set\_AcknowledgeTypeCode(value); |

#### Property Value

[AcknowledgeTypeCodeType](#_45FB3DF3_Topic)

## See Also

#### Reference

[SystemAcknowledgementBodyType Class](#_60377D3C_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemEntityListType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SystemEntityListType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemEntityListType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemEntityListType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemEntityListType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SystemEntityListType = function();  Type.createClass(  'C2SIM.Schema102.SystemEntityListType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemEntityListType |

## Constructors

|  |  |
| --- | --- |
| [SystemEntityListType](#_A4001233_Topic) | Initializes a new instance of the SystemEntityListType class |

## Properties

|  |  |
| --- | --- |
| [ActorReference](#_4130EAB6_Topic) |  |
| [SystemName](#_21E9CC62_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemEntityListType Constructor

Initializes a new instance of the [SystemEntityListType](#_5D5D4B53_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemEntityListType() |

|  |
| --- |
| C++ |
| public: SystemEntityListType() |

|  |
| --- |
| F# |
| new : unit -> SystemEntityListType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SystemEntityListType = function(); |

## See Also

#### Reference

[SystemEntityListType Class](#_5D5D4B53_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemEntityListType.ActorReference Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SystemEntityListType.ActorReference"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] ActorReference { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ ActorReference {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member ActorReference : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_ActorReference(); function set\_ActorReference(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[SystemEntityListType Class](#_5D5D4B53_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemEntityListType.SystemName Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SystemEntityListType.SystemName"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SystemName { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SystemName {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SystemName : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemName(); function set\_SystemName(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SystemEntityListType Class](#_5D5D4B53_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemMessageBodyType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.SystemMessageBodyType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemMessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemMessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemMessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SystemMessageBodyType = function();  Type.createClass(  'C2SIM.Schema102.SystemMessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemMessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemMessageBodyType](#_79920B3C_Topic) | Initializes a new instance of the SystemMessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_EBD9D960_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemMessageBodyType Constructor

Initializes a new instance of the [SystemMessageBodyType](#_78806FC3_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemMessageBodyType() |

|  |
| --- |
| C++ |
| public: SystemMessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemMessageBodyType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.SystemMessageBodyType = function(); |

## See Also

#### Reference

[SystemMessageBodyType Class](#_78806FC3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# SystemMessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.SystemMessageBodyType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[SystemMessageBodyType Class](#_78806FC3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TacticalAreaType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TacticalAreaType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TacticalAreaType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TacticalAreaType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TacticalAreaType = function();  Type.createClass(  'C2SIM.Schema102.TacticalAreaType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TacticalAreaType |

## Constructors

|  |  |
| --- | --- |
| [TacticalAreaType](#_12AC7CB2_Topic) | Initializes a new instance of the TacticalAreaType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_565CB4_Topic) |  |
| [EntityType](#_4EBECDEC_Topic) |  |
| [Marking](#_805B1E60_Topic) |  |
| [Name](#_112EACC7_Topic) |  |
| [Owner](#_C3B1B5B6_Topic) |  |
| [UUID](#_BBC3F276_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType Constructor

Initializes a new instance of the [TacticalAreaType](#_FC6D1C78_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TacticalAreaType() |

|  |
| --- |
| C++ |
| public: TacticalAreaType() |

|  |
| --- |
| F# |
| new : unit -> TacticalAreaType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TacticalAreaType = function(); |

## See Also

#### Reference

[TacticalAreaType Class](#_FC6D1C78_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TacticalAreaType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[TacticalAreaType Class](#_FC6D1C78_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TacticalAreaType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[TacticalAreaType Class](#_FC6D1C78_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TacticalAreaType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_FC6D1C78_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TacticalAreaType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_FC6D1C78_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TacticalAreaType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_FC6D1C78_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalAreaType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TacticalAreaType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TacticalAreaType Class](#_FC6D1C78_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TacticalGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TacticalGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TacticalGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TacticalGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TacticalGraphicType = function();  Type.createClass(  'C2SIM.Schema102.TacticalGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TacticalGraphicType |

## Constructors

|  |  |
| --- | --- |
| [TacticalGraphicType](#_A1468287_Topic) | Initializes a new instance of the TacticalGraphicType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_68B9ACB2_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalGraphicType Constructor

Initializes a new instance of the [TacticalGraphicType](#_E092EC82_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TacticalGraphicType() |

|  |
| --- |
| C++ |
| public: TacticalGraphicType() |

|  |
| --- |
| F# |
| new : unit -> TacticalGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TacticalGraphicType = function(); |

## See Also

#### Reference

[TacticalGraphicType Class](#_E092EC82_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TacticalGraphicType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TacticalGraphicType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TacticalGraphicType Class](#_E092EC82_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskActionCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskActionCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskActionCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskActionCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskActionCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskActionCodeType = function(); C2SIM.Schema102.TaskActionCodeType.createEnum('C2SIM.Schema102.TaskActionCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| AssistOtherUnit | 0 |  |
| HoldInPlace | 1 |  |
| MoveToLocation | 2 |  |
| Observe | 3 |  |
| OrientToLocation | 4 |  |
| ReportPosition | 5 |  |
| UseCapability | 6 |  |
| ACQUIR | 7 |  |
| ADVANC | 8 |  |
| AEREVA | 9 |  |
| AERRFL | 10 |  |
| AEW | 11 |  |
| AEWCON | 12 |  |
| AIRDEF | 13 |  |
| AIRLND | 14 |  |
| AIRSUP | 15 |  |
| AIRSWP | 16 |  |
| AMBUSH | 17 |  |
| AMPH | 18 |  |
| AMPHWF | 19 |  |
| ANALYS | 20 |  |
| ANARWF | 21 |  |
| ANSBWF | 22 |  |
| ANSFWF | 23 |  |
| ANTARM | 24 |  |
| ARASLT | 25 |  |
| ARBNAS | 26 |  |
| ARCCTL | 27 |  |
| ARDREQ | 28 |  |
| ARDROP | 29 |  |
| ARINTR | 30 |  |
| ARLFSA | 31 |  |
| ARLFTR | 32 |  |
| ARMAS | 33 |  |
| ARRLGL | 34 |  |
| ARROBS | 35 |  |
| ARTCTL | 36 |  |
| ASSMBL | 37 |  |
| ATTACK | 38 |  |
| ATTDVR | 39 |  |
| ATTEL | 40 |  |
| ATTMN | 41 |  |
| ATTRIT | 42 |  |
| ATTSPT | 43 |  |
| AVOID | 44 |  |
| AWACS | 45 |  |
| BIOSMP | 46 |  |
| BLDUP | 47 |  |
| BLOCK | 48 |  |
| BRAKUP | 49 |  |
| BREACH | 50 |  |
| BYPASS | 51 |  |
| CADVGD | 52 |  |
| CANDC | 53 |  |
| CANLSE | 54 |  |
| CAPBAR | 55 |  |
| CAPNGR | 56 |  |
| CAPPRT | 57 |  |
| CAPRES | 58 |  |
| CAPSRF | 59 |  |
| CAPTUR | 60 |  |
| CARLNC | 61 |  |
| CARREC | 62 |  |
| CBRHDF | 63 |  |
| CBRKOF | 64 |  |
| CDWDAC | 65 |  |
| CFLKGD | 66 |  |
| CHAFF | 67 |  |
| CHMSMP | 68 |  |
| CINPLF | 69 |  |
| CLARSP | 70 |  |
| CLOSE | 71 |  |
| CLRAIR | 72 |  |
| CLRLND | 73 |  |
| CLROBS | 74 |  |
| CLRRAD | 75 |  |
| CMAINB | 76 |  |
| CNFPSL | 77 |  |
| CNFSTE | 78 |  |
| CNRPSL | 79 |  |
| CNRSVC | 80 |  |
| CNSLDT | 81 |  |
| COARPL | 82 |  |
| COMC3I | 83 |  |
| COMINC | 84 |  |
| COMREL | 85 |  |
| CONSTR | 86 |  |
| CONTAN | 87 |  |
| COOPER | 88 |  |
| COURER | 89 |  |
| COVER | 90 |  |
| CRESRV | 91 |  |
| CROSS | 92 |  |
| CRRGD | 93 |  |
| CTRATK | 94 |  |
| CTRBYF | 95 |  |
| CTRFIR | 96 |  |
| DAZZLE | 97 |  |
| DCPTEL | 98 |  |
| DEBARK | 99 |  |
| DECEIV | 100 |  |
| DECSVC | 101 |  |
| DEFCNT | 102 |  |
| DEFDST | 103 |  |
| DEFEAT | 104 |  |
| DEFEND | 105 |  |
| DEFLCT | 106 |  |
| DEFSUP | 107 |  |
| DELAY | 108 |  |
| DEMFRP | 109 |  |
| DEMGRD | 110 |  |
| DEMO | 111 |  |
| DENY | 112 |  |
| DEPLOY | 113 |  |
| DESCRB | 114 |  |
| DESTRY | 115 |  |
| DETECT | 116 |  |
| DISENG | 117 |  |
| DISRPT | 118 |  |
| DIVE | 119 |  |
| DIVERT | 120 |  |
| DLBATK | 121 |  |
| DRONL | 122 |  |
| DSTRBT | 123 |  |
| DUMPNG | 124 |  |
| ELCCNM | 125 |  |
| ELCWAR | 126 |  |
| ELCWRS | 127 |  |
| EMBARK | 128 |  |
| ENGAGE | 129 |  |
| ENVLP | 130 |  |
| ESCRT | 131 |  |
| EVACT | 132 |  |
| EXFLTR | 133 |  |
| EXPLT | 134 |  |
| ExecutePlanPhase | 135 |  |
| FIX | 136 |  |
| FIXACO | 137 |  |
| FIXELM | 138 |  |
| FIXELO | 139 |  |
| FNCHFL | 140 |  |
| FOLASS | 141 |  |
| FOLSPT | 142 |  |
| FRWDAC | 143 |  |
| GENCHS | 144 |  |
| GUARD | 145 |  |
| HARASS | 146 |  |
| HASTY | 147 |  |
| HIDE | 148 |  |
| HLDDEF | 149 |  |
| HLDOFF | 150 |  |
| HONASP | 151 |  |
| IDENT | 152 |  |
| IDENTP | 153 |  |
| ILLUMN | 154 |  |
| IMINGT | 155 |  |
| INFILT | 156 |  |
| INFOOP | 157 |  |
| INTCEP | 158 |  |
| INTCOL | 159 |  |
| INTDCT | 160 |  |
| ISOLAT | 161 |  |
| ISSMDA | 162 |  |
| ISSMDD | 163 |  |
| ISSPRS | 164 |  |
| JAM | 165 |  |
| LAY | 166 |  |
| LEAGR | 167 |  |
| LIFT | 168 |  |
| LIFTAD | 169 |  |
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| MAINTN | 171 |  |
| MAP | 172 |  |
| MARK | 173 |  |
| MASSFR | 174 |  |
| MCM11 | 175 |  |
| MCM12 | 176 |  |
| MCM13 | 177 |  |
| MCM14 | 178 |  |
| MCM31 | 179 |  |
| MCM32 | 180 |  |
| MCM33 | 181 |  |
| MCM34 | 182 |  |
| MCM35 | 183 |  |
| MCM36 | 184 |  |
| MCM37 | 185 |  |
| MCM38 | 186 |  |
| MCM39 | 187 |  |
| MCM41 | 188 |  |
| MCM42 | 189 |  |
| MCM43 | 190 |  |
| MCM44 | 191 |  |
| MCM45 | 192 |  |
| MCM46 | 193 |  |
| MCM47 | 194 |  |
| MCM48 | 195 |  |
| MCM50 | 196 |  |
| MCM51 | 197 |  |
| MCM52 | 198 |  |
| MCM53 | 199 |  |
| MCM54 | 200 |  |
| MCM55 | 201 |  |
| MCM56 | 202 |  |
| MCM57 | 203 |  |
| MCM58A | 204 |  |
| MCM58B | 205 |  |
| MCM58C | 206 |  |
| MCM59 | 207 |  |
| MCM61 | 208 |  |
| MCM62 | 209 |  |
| MCM63 | 210 |  |
| MCM71 | 211 |  |
| MCM72 | 212 |  |
| MCM73 | 213 |  |
| MCM74 | 214 |  |
| MCM75 | 215 |  |
| MCM81 | 216 |  |
| MCM82 | 217 |  |
| MCM83 | 218 |  |
| MCM84 | 219 |  |
| MCM85 | 220 |  |
| MCM86 | 221 |  |
| MCM87 | 222 |  |
| MCM88 | 223 |  |
| MCM89 | 224 |  |
| MCM91 | 225 |  |
| MCM92 | 226 |  |
| MCM93 | 227 |  |
| MCMATT | 228 |  |
| MCMCHK | 229 |  |
| MCMEXP | 230 |  |
| MCMLDT | 231 |  |
| MCMLMC | 232 |  |
| MCMPRE | 233 |  |
| MCMSA | 234 |  |
| MCMSAA | 235 |  |
| MCMSAC | 236 |  |
| MCMSAD | 237 |  |
| MCMSAG | 238 |  |
| MCMSAH | 239 |  |
| MCMSAM | 240 |  |
| MCMSAZ | 241 |  |
| MCMSB | 242 |  |
| MCMSBZ | 243 |  |
| MCMSC | 244 |  |
| MCMSCA | 245 |  |
| MCMSCC | 246 |  |
| MCMSCD | 247 |  |
| MCMSCG | 248 |  |
| MCMSCH | 249 |  |
| MCMSCM | 250 |  |
| MCMSCZ | 251 |  |
| MCMSE | 252 |  |
| MCMSEA | 253 |  |
| MCMSEC | 254 |  |
| MCMSED | 255 |  |
| MCMSEG | 256 |  |
| MCMSEH | 257 |  |
| MCMSEM | 258 |  |
| MCMSEZ | 259 |  |
| MCMSL | 260 |  |
| MCMSLA | 261 |  |
| MCMSLH | 262 |  |
| MCMSLM | 263 |  |
| MCMSLZ | 264 |  |
| MCMSP | 265 |  |
| MCMSPA | 266 |  |
| MCMSPC | 267 |  |
| MCMSPG | 268 |  |
| MCMSPH | 269 |  |
| MCMSPM | 270 |  |
| MCMSPZ | 271 |  |
| MCMSR | 272 |  |
| MCMSRD | 273 |  |
| MCMSRH | 274 |  |
| MCMSRV | 275 |  |
| MCMSS | 276 |  |
| MCMSSA | 277 |  |
| MCMSSC | 278 |  |
| MCMSSD | 279 |  |
| MCMSSG | 280 |  |
| MCMSSH | 281 |  |
| MCMSSM | 282 |  |
| MCMSSZ | 283 |  |
| MCMSU | 284 |  |
| MCMSUH | 285 |  |
| MCMSUZ | 286 |  |
| MCMSV | 287 |  |
| MCMSVA | 288 |  |
| MCMSVC | 289 |  |
| MCMSVD | 290 |  |
| MCMSVG | 291 |  |
| MCMSVH | 292 |  |
| MCMSVM | 293 |  |
| MCMSVZ | 294 |  |
| MCMSW | 295 |  |
| MCMSWZ | 296 |  |
| MCMSZZ | 297 |  |
| MCMTML | 298 |  |
| MEDEVC | 299 |  |
| METBAL | 300 |  |
| MINCM | 301 |  |
| MINEWF | 302 |  |
| MINLAY | 303 |  |
| MINSWP | 304 |  |
| MISSTG | 305 |  |
| MNHUNT | 306 |  |
| MNSWMA | 307 |  |
| MNTAIR | 308 |  |
| MNTGRD | 309 |  |
| MOPUP | 310 |  |
| MOVE | 311 |  |
| MPA | 312 |  |
| MRITOP | 313 |  |
| NACLSP | 314 |  |
| NTRCHM | 315 |  |
| NTRCOM | 316 |  |
| NTREXP | 317 |  |
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| NVLPLF | 319 |  |
| OBSCUR | 320 |  |
| OBSRV | 321 |  |
| OCCUPY | 322 |  |
| OFFAIR | 323 |  |
| OFFCNA | 324 |  |
| ORGCNF | 325 |  |
| ORGMED | 326 |  |
| ORGRCR | 327 |  |
| ORGSCL | 328 |  |
| ORGSPT | 329 |  |
| PATROL | 330 |  |
| PENTRT | 331 |  |
| PHOTO | 332 |  |
| PLAN | 333 |  |
| PREFIR | 334 |  |
| PREPR | 335 |  |
| PROCUR | 336 |  |
| PROTEL | 337 |  |
| PRVACC | 338 |  |
| PRVAGR | 339 |  |
| PRVBDD | 340 |  |
| PRVCMP | 341 |  |
| PRVCNS | 342 |  |
| PRVEDU | 343 |  |
| PRVHLT | 344 |  |
| PRVINF | 345 |  |
| PRVLND | 346 |  |
| PRVRPR | 347 |  |
| PRVSCY | 348 |  |
| PRVSHL | 349 |  |
| PRVSTG | 350 |  |
| PRVTRS | 351 |  |
| PSYCHW | 352 |  |
| PUBMDA | 353 |  |
| PUBMDD | 354 |  |
| PUBPRS | 355 |  |
| PURSUE | 356 |  |
| RCALIB | 357 |  |
| RECARM | 358 |  |
| RECCE | 359 |  |
| RECCEF | 360 |  |
| RECCEL | 361 |  |
| RECCES | 362 |  |
| RECECM | 363 |  |
| RECONS | 364 |  |
| RECOVR | 365 |  |
| RECPHO | 366 |  |
| RECRAD | 367 |  |
| RECTGT | 368 |  |
| RECUPR | 369 |  |
| RECVIS | 370 |  |
| REDEPL | 371 |  |
| REFILL | 372 |  |
| REFORM | 373 |  |
| REFUEL | 374 |  |
| REINF | 375 |  |
| REORG | 376 |  |
| REPAIR | 377 |  |
| RESCUE | 378 |  |
| REST | 379 |  |
| RESUPL | 380 |  |
| RETAIN | 381 |  |
| RETIRE | 382 |  |
| RLFPLC | 383 |  |
| RNDZVA | 384 |  |
| RNDZVB | 385 |  |
| RNDZVC | 386 |  |
| RNDZVD | 387 |  |
| RNDZVE | 388 |  |
| RNDZVF | 389 |  |
| RNDZVG | 390 |  |
| RNDZVS | 391 |  |
| SAR | 392 |  |
| SARCME | 393 |  |
| SARCMI | 394 |  |
| SARPLG | 395 |  |
| SCOUT | 396 |  |
| SCREEN | 397 |  |
| SCRMBL | 398 |  |
| SECURE | 399 |  |
| SECURT | 400 |  |
| SEIZE | 401 |  |
| SENSIM | 402 |  |
| SERASE | 403 |  |
| SERATE | 404 |  |
| SERCH | 405 |  |
| SERFLO | 406 |  |
| SERFOE | 407 |  |
| SERFRE | 408 |  |
| SERFTE | 409 |  |
| SERFUE | 410 |  |
| SERREE | 411 |  |
| SERRSE | 412 |  |
| SERSEA | 413 |  |
| SERSOE | 414 |  |
| SERSPE | 415 |  |
| SERSTE | 416 |  |
| SERSTR | 417 |  |
| SERTHR | 418 |  |
| SETUP | 419 |  |
| SINGA | 420 |  |
| SPCOPS | 421 |  |
| SPREAD | 422 |  |
| SPTCON | 423 |  |
| SPTELC | 424 |  |
| SRCHFR | 425 |  |
| SRCRES | 426 |  |
| STRCON | 427 |  |
| STRWAF | 428 |  |
| SUBWAF | 429 |  |
| SUPPRS | 430 |  |
| SUPPRT | 431 |  |
| SURVEL | 432 |  |
| SURVLE | 433 |  |
| SUSOAA | 434 |  |
| SWEEP | 435 |  |
| TCARRC | 436 |  |
| TGTDLT | 437 |  |
| THREAT | 438 |  |
| TOWTGT | 439 |  |
| TRAIN | 440 |  |
| TRANOP | 441 |  |
| TRANS | 442 |  |
| TRNSAA | 443 |  |
| TRVRS | 444 |  |
| TURN | 445 |  |
| UNCONW | 446 |  |
| UTILTY | 447 |  |
| VERIFY | 448 |  |
| WDRPRS | 449 |  |
| WITHDR | 450 |  |
| WITNES | 451 |  |
| WLDWSL | 452 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskFunctionalAssociationCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskFunctionalAssociationCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskFunctionalAssociationCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskFunctionalAssociationCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskFunctionalAssociationCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskFunctionalAssociationCodeType = function(); C2SIM.Schema102.TaskFunctionalAssociationCodeType.createEnum('C2SIM.Schema102.TaskFunctionalAssociationCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ALT | 0 |  |
| HASPRV | 1 |  |
| HASSEC | 2 |  |
| HSA | 3 |  |
| IMO | 4 |  |
| INRSTO | 5 |  |
| IOT | 6 |  |
| ISAPRQ | 7 |  |
| ISCAUS | 8 |  |
| TPL | 9 |  |
| UAR | 10 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskFunctionalRelationType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskFunctionalRelationType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskFunctionalRelationType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskFunctionalRelationType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskFunctionalRelationType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskFunctionalRelationType = function();  Type.createClass(  'C2SIM.Schema102.TaskFunctionalRelationType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskFunctionalRelationType |

## Constructors

|  |  |
| --- | --- |
| [TaskFunctionalRelationType](#_D63F011_Topic) | Initializes a new instance of the TaskFunctionalRelationType class |

## Properties

|  |  |
| --- | --- |
| [FunctionalAssociationWithTask](#_26633701_Topic) |  |
| [TaskFunctionalAssociationCode](#_6622E4F6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskFunctionalRelationType Constructor

Initializes a new instance of the [TaskFunctionalRelationType](#_91BC818D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalRelationType() |

|  |
| --- |
| C++ |
| public: TaskFunctionalRelationType() |

|  |
| --- |
| F# |
| new : unit -> TaskFunctionalRelationType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskFunctionalRelationType = function(); |

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_91BC818D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskFunctionalRelationType.FunctionalAssociationWithTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskFunctionalRelationType.FunctionalAssociationWithTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string FunctionalAssociationWithTask { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FunctionalAssociationWithTask {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FunctionalAssociationWithTask : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FunctionalAssociationWithTask(); function set\_FunctionalAssociationWithTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_91BC818D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskFunctionalRelationType.TaskFunctionalAssociationCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskFunctionalRelationType.TaskFunctionalAssociationCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskFunctionalAssociationCodeType TaskFunctionalAssociationCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskFunctionalAssociationCodeType TaskFunctionalAssociationCode {  TaskFunctionalAssociationCodeType get ();  void set (TaskFunctionalAssociationCodeType value); } |

|  |
| --- |
| F# |
| member TaskFunctionalAssociationCode : TaskFunctionalAssociationCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskFunctionalAssociationCode(); function set\_TaskFunctionalAssociationCode(value); |

#### Property Value

[TaskFunctionalAssociationCodeType](#_1D895D54_Topic)

## See Also

#### Reference

[TaskFunctionalRelationType Class](#_91BC818D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskGraphicType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskGraphicType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskGraphicType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskGraphicType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskGraphicType = function();  Type.createClass(  'C2SIM.Schema102.TaskGraphicType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskGraphicType |

## Constructors

|  |  |
| --- | --- |
| [TaskGraphicType](#_44BD0343_Topic) | Initializes a new instance of the TaskGraphicType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_EDAEBBF_Topic) |  |
| [EntityType](#_8F55BC3B_Topic) |  |
| [Marking](#_82114B4F_Topic) |  |
| [Name](#_B0290AD4_Topic) |  |
| [Owner](#_4858D34D_Topic) |  |
| [UUID](#_D48AC0DC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType Constructor

Initializes a new instance of the [TaskGraphicType](#_95742516_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskGraphicType() |

|  |
| --- |
| C++ |
| public: TaskGraphicType() |

|  |
| --- |
| F# |
| new : unit -> TaskGraphicType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskGraphicType = function(); |

## See Also

#### Reference

[TaskGraphicType Class](#_95742516_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskGraphicType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[TaskGraphicType Class](#_95742516_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskGraphicType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[TaskGraphicType Class](#_95742516_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskGraphicType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_95742516_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskGraphicType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_95742516_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType.Owner Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskGraphicType.Owner"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Owner { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Owner {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Owner : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Owner(); function set\_Owner(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_95742516_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskGraphicType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskGraphicType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskGraphicType Class](#_95742516_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskRequestContentType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskRequestContentType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskRequestContentType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskRequestContentType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskRequestContentType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskRequestContentType = function();  Type.createClass(  'C2SIM.Schema102.TaskRequestContentType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskRequestContentType |

## Constructors

|  |  |
| --- | --- |
| [TaskRequestContentType](#_B09D420B_Topic) | Initializes a new instance of the TaskRequestContentType class |

## Properties

|  |  |
| --- | --- |
| [Task](#_DC275C78_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskRequestContentType Constructor

Initializes a new instance of the [TaskRequestContentType](#_82B5E05_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskRequestContentType() |

|  |
| --- |
| C++ |
| public: TaskRequestContentType() |

|  |
| --- |
| F# |
| new : unit -> TaskRequestContentType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskRequestContentType = function(); |

## See Also

#### Reference

[TaskRequestContentType Class](#_82B5E05_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskRequestContentType.Task Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskRequestContentType.Task"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType[] Task { get; set; } |

|  |
| --- |
| C++ |
| public: property array<TaskType^>^ Task {  array<TaskType^>^ get ();  void set (array<TaskType^>^ value); } |

|  |
| --- |
| F# |
| member Task : TaskType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Task(); function set\_Task(value); |

#### Property Value

[TaskType](#_82759334_Topic)[]

## See Also

#### Reference

[TaskRequestContentType Class](#_82B5E05_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TaskStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TaskStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskStatusCodeType = function(); C2SIM.Schema102.TaskStatusCodeType.createEnum('C2SIM.Schema102.TaskStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| TASKABRT | 0 |  |
| TASKCMPLT | 1 |  |
| TASKINPRG | 2 |  |
| TASKPEND | 3 |  |
| TASKSTRT | 4 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskStatusType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskStatusType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskStatusType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskStatusType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskStatusType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskStatusType = function();  Type.createClass(  'C2SIM.Schema102.TaskStatusType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskStatusType |

## Constructors

|  |  |
| --- | --- |
| [TaskStatusType](#_F0C0785_Topic) | Initializes a new instance of the TaskStatusType class |

## Properties

|  |  |
| --- | --- |
| [CurrentTask](#_B41FDD84_Topic) |  |
| [Duration](#_E2EB407F_Topic) |  |
| [TaskStatusCode](#_601AB88C_Topic) |  |
| [TimeOfObservation](#_A48055A4_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskStatusType Constructor

Initializes a new instance of the [TaskStatusType](#_F0F82422_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskStatusType() |

|  |
| --- |
| C++ |
| public: TaskStatusType() |

|  |
| --- |
| F# |
| new : unit -> TaskStatusType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskStatusType = function(); |

## See Also

#### Reference

[TaskStatusType Class](#_F0F82422_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskStatusType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskStatusType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ CurrentTask {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[TaskStatusType Class](#_F0F82422_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskStatusType.Duration Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskStatusType.Duration"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public DurationType Duration { get; set; } |

|  |
| --- |
| C++ |
| public: property DurationType^ Duration {  DurationType^ get ();  void set (DurationType^ value); } |

|  |
| --- |
| F# |
| member Duration : DurationType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Duration(); function set\_Duration(value); |

#### Property Value

[DurationType](#_34649207_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_F0F82422_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskStatusType.TaskStatusCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskStatusType.TaskStatusCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskStatusCodeType TaskStatusCode { get; set; } |

|  |
| --- |
| C++ |
| public: property TaskStatusCodeType TaskStatusCode {  TaskStatusCodeType get ();  void set (TaskStatusCodeType value); } |

|  |
| --- |
| F# |
| member TaskStatusCode : TaskStatusCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TaskStatusCode(); function set\_TaskStatusCode(value); |

#### Property Value

[TaskStatusCodeType](#_7A5A4EBD_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_F0F82422_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskStatusType.TimeOfObservation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskStatusType.TimeOfObservation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType TimeOfObservation { get; set; } |

|  |
| --- |
| C++ |
| public: property TimeInstantType^ TimeOfObservation {  TimeInstantType^ get ();  void set (TimeInstantType^ value); } |

|  |
| --- |
| F# |
| member TimeOfObservation : TimeInstantType with get, set |

|  |
| --- |
| JavaScript |
| function get\_TimeOfObservation(); function set\_TimeOfObservation(value); |

#### Property Value

[TimeInstantType](#_A9F6CDD3_Topic)

## See Also

#### Reference

[TaskStatusType Class](#_F0F82422_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TaskType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TaskType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TaskType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TaskType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskType = function();  Type.createClass(  'C2SIM.Schema102.TaskType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TaskType |

## Constructors

|  |  |
| --- | --- |
| [TaskType](#_7D982239_Topic) | Initializes a new instance of the TaskType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_79A7FDEF_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskType Constructor

Initializes a new instance of the [TaskType](#_82759334_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TaskType() |

|  |
| --- |
| C++ |
| public: TaskType() |

|  |
| --- |
| F# |
| new : unit -> TaskType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TaskType = function(); |

## See Also

#### Reference

[TaskType Class](#_82759334_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TaskType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TaskType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ManeuverWarfareTaskType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property ManeuverWarfareTaskType^ Item {  ManeuverWarfareTaskType^ get ();  void set (ManeuverWarfareTaskType^ value); } |

|  |
| --- |
| F# |
| member Item : ManeuverWarfareTaskType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[ManeuverWarfareTaskType](#_BA6A8F66_Topic)

## See Also

#### Reference

[TaskType Class](#_82759334_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TemporalConceptType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TemporalConceptType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TemporalConceptType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TemporalConceptType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TemporalConceptType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TemporalConceptType = function();  Type.createClass(  'C2SIM.Schema102.TemporalConceptType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TemporalConceptType |

## Constructors

|  |  |
| --- | --- |
| [TemporalConceptType](#_13057195_Topic) | Initializes a new instance of the TemporalConceptType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_DB4015C6_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TemporalConceptType Constructor

Initializes a new instance of the [TemporalConceptType](#_825FA466_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TemporalConceptType() |

|  |
| --- |
| C++ |
| public: TemporalConceptType() |

|  |
| --- |
| F# |
| new : unit -> TemporalConceptType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TemporalConceptType = function(); |

## See Also

#### Reference

[TemporalConceptType Class](#_825FA466_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TemporalConceptType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TemporalConceptType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TemporalConceptType Class](#_825FA466_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TimeInstantType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.TimeInstantType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class TimeInstantType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class TimeInstantType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TimeInstantType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TimeInstantType = function();  Type.createClass(  'C2SIM.Schema102.TimeInstantType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → TimeInstantType |

## Constructors

|  |  |
| --- | --- |
| [TimeInstantType](#_DE947FF5_Topic) | Initializes a new instance of the TimeInstantType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_3038E404_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TimeInstantType Constructor

Initializes a new instance of the [TimeInstantType](#_A9F6CDD3_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public TimeInstantType() |

|  |
| --- |
| C++ |
| public: TimeInstantType() |

|  |
| --- |
| F# |
| new : unit -> TimeInstantType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TimeInstantType = function(); |

## See Also

#### Reference

[TimeInstantType Class](#_A9F6CDD3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TimeInstantType.Item Property

[Missing <summary> documentation for "P:C2SIM.Schema102.TimeInstantType.Item"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public Object Item { get; set; } |

|  |
| --- |
| C++ |
| public: property Object^ Item {  Object^ get ();  void set (Object^ value); } |

|  |
| --- |
| F# |
| member Item : Object with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[Object](https://learn.microsoft.com/dotnet/api/system.object)

## See Also

#### Reference

[TimeInstantType Class](#_A9F6CDD3_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# TimeReferenceCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.TimeReferenceCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum TimeReferenceCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class TimeReferenceCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type TimeReferenceCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.TimeReferenceCodeType = function(); C2SIM.Schema102.TimeReferenceCodeType.createEnum('C2SIM.Schema102.TimeReferenceCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| IntervalEndTime | 0 |  |
| IntervalStartTime | 1 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitOperationalStatusCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.UnitOperationalStatusCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum UnitOperationalStatusCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class UnitOperationalStatusCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitOperationalStatusCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.UnitOperationalStatusCodeType = function(); C2SIM.Schema102.UnitOperationalStatusCodeType.createEnum('C2SIM.Schema102.UnitOperationalStatusCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| MOPS | 0 |  |
| NKN | 1 |  |
| NOP | 2 |  |
| OPR | 3 |  |
| SOPS | 4 |  |
| TNOPS | 5 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.UnitSymbolType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class UnitSymbolType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class UnitSymbolType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitSymbolType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.UnitSymbolType = function();  Type.createClass(  'C2SIM.Schema102.UnitSymbolType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → UnitSymbolType |

## Constructors

|  |  |
| --- | --- |
| [UnitSymbolType](#_D184CCB8_Topic) | Initializes a new instance of the UnitSymbolType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_A322CB07_Topic) |  |
| [EntityType](#_8D071A18_Topic) |  |
| [HigherFormation](#_D1956701_Topic) |  |
| [Marking](#_C3767F71_Topic) |  |
| [Name](#_D34719A7_Topic) |  |
| [OperationalStatus](#_4AE38841_Topic) |  |
| [ReinforcedReducedType](#_9CE7FB36_Topic) |  |
| [ReinforcedReducedTypeSpecified](#_947D5948_Topic) |  |
| [SpecialC2HQ](#_1286944_Topic) |  |
| [UUID](#_5AA39DE_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType Constructor

Initializes a new instance of the [UnitSymbolType](#_6C854A06_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitSymbolType() |

|  |
| --- |
| C++ |
| public: UnitSymbolType() |

|  |
| --- |
| F# |
| new : unit -> UnitSymbolType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.UnitSymbolType = function(); |

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.HigherFormation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.HigherFormation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string HigherFormation { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ HigherFormation {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member HigherFormation : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_HigherFormation(); function set\_HigherFormation(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.OperationalStatus Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.OperationalStatus"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public OperationalStatusType OperationalStatus { get; set; } |

|  |
| --- |
| C++ |
| public: property OperationalStatusType^ OperationalStatus {  OperationalStatusType^ get ();  void set (OperationalStatusType^ value); } |

|  |
| --- |
| F# |
| member OperationalStatus : OperationalStatusType with get, set |

|  |
| --- |
| JavaScript |
| function get\_OperationalStatus(); function set\_OperationalStatus(value); |

#### Property Value

[OperationalStatusType](#_8683F5F8_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.ReinforcedReducedType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.ReinforcedReducedType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ReinforcedReducedTypeType ReinforcedReducedType { get; set; } |

|  |
| --- |
| C++ |
| public: property ReinforcedReducedTypeType ReinforcedReducedType {  ReinforcedReducedTypeType get ();  void set (ReinforcedReducedTypeType value); } |

|  |
| --- |
| F# |
| member ReinforcedReducedType : ReinforcedReducedTypeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReinforcedReducedType(); function set\_ReinforcedReducedType(value); |

#### Property Value

[ReinforcedReducedTypeType](#_339670E1_Topic)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.ReinforcedReducedTypeSpecified Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.ReinforcedReducedTypeSpecified"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public bool ReinforcedReducedTypeSpecified { get; set; } |

|  |
| --- |
| C++ |
| public: property bool ReinforcedReducedTypeSpecified {  bool get ();  void set (bool value); } |

|  |
| --- |
| F# |
| member ReinforcedReducedTypeSpecified : bool with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReinforcedReducedTypeSpecified(); function set\_ReinforcedReducedTypeSpecified(value); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.SpecialC2HQ Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.SpecialC2HQ"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SpecialC2HQ { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SpecialC2HQ {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SpecialC2HQ : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SpecialC2HQ(); function set\_SpecialC2HQ(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitSymbolType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitSymbolType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitSymbolType Class](#_6C854A06_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.UnitType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class UnitType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class UnitType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type UnitType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.UnitType = function();  Type.createClass(  'C2SIM.Schema102.UnitType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → UnitType |

## Constructors

|  |  |
| --- | --- |
| [UnitType](#_112D6292_Topic) | Initializes a new instance of the UnitType class |

## Properties

|  |  |
| --- | --- |
| [CommandRelation](#_240D5A7_Topic) |  |
| [CurrentState](#_57F7D9D5_Topic) |  |
| [CurrentTask](#_1CE8875F_Topic) |  |
| [EchelonCode](#_EADB7141_Topic) |  |
| [EntityDescriptor](#_9F2CF95B_Topic) |  |
| [EntityType](#_EE91284B_Topic) |  |
| [Name](#_25B63C1A_Topic) |  |
| [Resource](#_A828BC85_Topic) |  |
| [Subordinate](#_93BB401B_Topic) |  |
| [UUID](#_DEE32006_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType Constructor

Initializes a new instance of the [UnitType](#_E7FD0E0D_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public UnitType() |

|  |
| --- |
| C++ |
| public: UnitType() |

|  |
| --- |
| F# |
| new : unit -> UnitType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.UnitType = function(); |

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.CommandRelation Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.CommandRelation"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public CommandRelationType[] CommandRelation { get; set; } |

|  |
| --- |
| C++ |
| public: property array<CommandRelationType^>^ CommandRelation {  array<CommandRelationType^>^ get ();  void set (array<CommandRelationType^>^ value); } |

|  |
| --- |
| F# |
| member CommandRelation : CommandRelationType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommandRelation(); function set\_CommandRelation(value); |

#### Property Value

[CommandRelationType](#_3D8D6295_Topic)[]

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.EchelonCode Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.EchelonCode"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EchelonCodeType EchelonCode { get; set; } |

|  |
| --- |
| C++ |
| public: property EchelonCodeType EchelonCode {  EchelonCodeType get ();  void set (EchelonCodeType value); } |

|  |
| --- |
| F# |
| member EchelonCode : EchelonCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EchelonCode(); function set\_EchelonCode(value); |

#### Property Value

[EchelonCodeType](#_5890605F_Topic)

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_AFA34CF6_Topic)

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.Subordinate Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.Subordinate"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] Subordinate { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ Subordinate {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member Subordinate : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Subordinate(); function set\_Subordinate(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# UnitType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.UnitType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[UnitType Class](#_E7FD0E0D_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType Class

[Missing <summary> documentation for "T:C2SIM.Schema102.VehicleType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class VehicleType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class VehicleType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type VehicleType = class end |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.VehicleType = function();  Type.createClass(  'C2SIM.Schema102.VehicleType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → VehicleType |

## Constructors

|  |  |
| --- | --- |
| [VehicleType](#_BDC482DE_Topic) | Initializes a new instance of the VehicleType class |

## Properties

|  |  |
| --- | --- |
| [CurrentState](#_301E2877_Topic) |  |
| [CurrentTask](#_28CF28CC_Topic) |  |
| [EntityDescriptor](#_3E6D81B7_Topic) |  |
| [EntityType](#_54ECF66_Topic) |  |
| [Marking](#_CC054B6F_Topic) |  |
| [Name](#_73E87488_Topic) |  |
| [Resource](#_2E065B9F_Topic) |  |
| [UUID](#_322F9112_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType Constructor

Initializes a new instance of the [VehicleType](#_CC5E2896_Topic) class

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public VehicleType() |

|  |
| --- |
| C++ |
| public: VehicleType() |

|  |
| --- |
| F# |
| new : unit -> VehicleType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.VehicleType = function(); |

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.CurrentState Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.CurrentState"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityStateType CurrentState { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityStateType^ CurrentState {  EntityStateType^ get ();  void set (EntityStateType^ value); } |

|  |
| --- |
| F# |
| member CurrentState : EntityStateType with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentState(); function set\_CurrentState(value); |

#### Property Value

[EntityStateType](#_6278B670_Topic)

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.CurrentTask Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.CurrentTask"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string[] CurrentTask { get; set; } |

|  |
| --- |
| C++ |
| public: property array<String^>^ CurrentTask {  array<String^>^ get ();  void set (array<String^>^ value); } |

|  |
| --- |
| F# |
| member CurrentTask : string[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_CurrentTask(); function set\_CurrentTask(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)[]

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.EntityDescriptor Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.EntityDescriptor"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityDescriptorType EntityDescriptor { get; set; } |

|  |
| --- |
| C++ |
| public: property EntityDescriptorType^ EntityDescriptor {  EntityDescriptorType^ get ();  void set (EntityDescriptorType^ value); } |

|  |
| --- |
| F# |
| member EntityDescriptor : EntityDescriptorType with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityDescriptor(); function set\_EntityDescriptor(value); |

#### Property Value

[EntityDescriptorType](#_AFA34CF6_Topic)

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.EntityType Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.EntityType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public EntityTypeType[] EntityType { get; set; } |

|  |
| --- |
| C++ |
| public: property array<EntityTypeType^>^ EntityType {  array<EntityTypeType^>^ get ();  void set (array<EntityTypeType^>^ value); } |

|  |
| --- |
| F# |
| member EntityType : EntityTypeType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_EntityType(); function set\_EntityType(value); |

#### Property Value

[EntityTypeType](#_DB307787_Topic)[]

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.Marking Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.Marking"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Marking { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Marking {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Marking : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Marking(); function set\_Marking(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.Name Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.Name"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string Name { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Name {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Name : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Name(); function set\_Name(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.Resource Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.Resource"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public ResourceType[] Resource { get; set; } |

|  |
| --- |
| C++ |
| public: property array<ResourceType^>^ Resource {  array<ResourceType^>^ get ();  void set (array<ResourceType^>^ value); } |

|  |
| --- |
| F# |
| member Resource : ResourceType[] with get, set |

|  |
| --- |
| JavaScript |
| function get\_Resource(); function set\_Resource(value); |

#### Property Value

[ResourceType](#_4482E11E_Topic)[]

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# VehicleType.UUID Property

[Missing <summary> documentation for "P:C2SIM.Schema102.VehicleType.UUID"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string UUID { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ UUID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member UUID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_UUID(); function set\_UUID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[VehicleType Class](#_CC5E2896_Topic)

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# WeaponRuleOfEngagementCodeType Enumeration

[Missing <summary> documentation for "T:C2SIM.Schema102.WeaponRuleOfEngagementCodeType"]

## Definition

**Namespace:** [C2SIM.Schema102](#_58A0DF41_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum WeaponRuleOfEngagementCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class WeaponRuleOfEngagementCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type WeaponRuleOfEngagementCodeType |

|  |
| --- |
| JavaScript |
| C2SIM.Schema102.WeaponRuleOfEngagementCodeType = function(); C2SIM.Schema102.WeaponRuleOfEngagementCodeType.createEnum('C2SIM.Schema102.WeaponRuleOfEngagementCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| ROEFree | 0 |  |
| ROEHold | 1 |  |
| ROETight | 2 |  |

## See Also

#### Reference

[C2SIM.Schema102 Namespace](#_58A0DF41_Topic)

# C2SimClientLib Namespace

## Classes

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | C2Sim exception wrapper - may contain details in an InnerException indicating the real cause |
| [C2SIMClientRESTLib](#_FCF6F0B0_Topic) | C2Sim Server Web Services REST Client |
| [C2SIMClientRESTSettings](#_2F83068E_Topic) | REST services settings |
| [C2SIMClientSTOMPLib](#_6B7FEDA6_Topic) | STOMP server messaging |
| [C2SIMClientSTOMPSettings](#_D1E808B8_Topic) | STOMP service settings |
| [C2SIMHeader](#_B81156C2_Topic) | C2SIM message header From original Java code implemented by Douglas Corner - George Mason University C4I Center |
| [C2SIMSTOMPMessage](#_499309DD_Topic) | Encapsulates a STOMP Message along with other data created during the processing of the message |

## Interfaces

|  |  |
| --- | --- |
| [IC2SIMHeader](#_ECAC0948_Topic) | C2SIMHeader Interface |

## Enumerations

|  |  |
| --- | --- |
| [C2SIMClientSTOMPLib.MessageType](#_7297AFFA_Topic) | Type of message |

# C2SIMClientException Class

C2Sim exception wrapper - may contain details in an InnerException indicating the real cause

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public class C2SIMClientException : Exception |

|  |
| --- |
| C++ |
| public ref class C2SIMClientException : public Exception |

|  |
| --- |
| F# |
| type C2SIMClientException =   class  inherit Exception  end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientException = function();  Type.createClass(  'C2SimClientLib.C2SIMClientException',  Exception); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → [Exception](https://learn.microsoft.com/dotnet/api/system.exception) → C2SIMClientException |

## Constructors

|  |  |
| --- | --- |
| [C2SIMClientException(String)](#_867E668D_Topic) | Constructor (no Inner Exception) |
| [C2SIMClientException(String, Exception)](#_CB824EB2_Topic) | Constructor (no Inner Exception) |

## Properties

|  |  |
| --- | --- |
| [Data](https://learn.microsoft.com/dotnet/api/system.exception.data#system-exception-data) | Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [HelpLink](https://learn.microsoft.com/dotnet/api/system.exception.helplink#system-exception-helplink) | Gets or sets a link to the help file associated with this exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [HResult](https://learn.microsoft.com/dotnet/api/system.exception.hresult#system-exception-hresult) | Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [InnerException](https://learn.microsoft.com/dotnet/api/system.exception.innerexception#system-exception-innerexception) | Gets the [Exception](https://learn.microsoft.com/dotnet/api/system.exception) instance that caused the current exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [Message](https://learn.microsoft.com/dotnet/api/system.exception.message#system-exception-message) | Gets a message that describes the current exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [Source](https://learn.microsoft.com/dotnet/api/system.exception.source#system-exception-source) | Gets or sets the name of the application or the object that causes the error. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [StackTrace](https://learn.microsoft.com/dotnet/api/system.exception.stacktrace#system-exception-stacktrace) | Gets a string representation of the immediate frames on the call stack. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [TargetSite](https://learn.microsoft.com/dotnet/api/system.exception.targetsite#system-exception-targetsite) | Gets the method that throws the current exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetBaseException](https://learn.microsoft.com/dotnet/api/system.exception.getbaseexception#system-exception-getbaseexception) | When overridden in a derived class, returns the [Exception](https://learn.microsoft.com/dotnet/api/system.exception) that is the root cause of one or more subsequent exceptions. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetObjectData](https://learn.microsoft.com/dotnet/api/system.exception.getobjectdata#system-exception-getobjectdata(system-runtime-serialization-serializationinfo-system-runtime-serialization-streamingcontext)) | When overridden in a derived class, sets the [SerializationInfo](https://learn.microsoft.com/dotnet/api/system.runtime.serialization.serializationinfo) with information about the exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.exception.gettype#system-exception-gettype) | Gets the runtime type of the current instance. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.exception.tostring#system-exception-tostring) | Creates and returns a string representation of the current exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) |

## Events

|  |  |
| --- | --- |
| [SerializeObjectState](https://learn.microsoft.com/dotnet/api/system.exception.serializeobjectstate#system-exception-serializeobjectstate) | Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from [Exception](https://learn.microsoft.com/dotnet/api/system.exception)) **Obsolete.** |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientException(String) Constructor

Constructor (no Inner Exception)

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientException(  string msg ) |

|  |
| --- |
| C++ |
| public: C2SIMClientException(  String^ msg ) |

|  |
| --- |
| F# |
| new :   msg : string -> C2SIMClientException |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientException = function(msg); |

#### Parameters

msg [String](https://learn.microsoft.com/dotnet/api/system.string)

Exception description

## See Also

#### Reference

[C2SIMClientException Class](#_728F69B9_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientException(String, Exception) Constructor

Constructor (no Inner Exception)

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientException(  string msg,  Exception e ) |

|  |
| --- |
| C++ |
| public: C2SIMClientException(  String^ msg,   Exception^ e ) |

|  |
| --- |
| F# |
| new :   msg : string \*   e : Exception -> C2SIMClientException |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientException = function(msg, e); |

#### Parameters

msg [String](https://learn.microsoft.com/dotnet/api/system.string)

Exception description

e [Exception](https://learn.microsoft.com/dotnet/api/system.exception)

Inner Exception

## See Also

#### Reference

[C2SIMClientException Class](#_728F69B9_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib Class

C2Sim Server Web Services REST Client

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public class C2SIMClientRESTLib |

|  |
| --- |
| C++ |
| public ref class C2SIMClientRESTLib |

|  |
| --- |
| F# |
| type C2SIMClientRESTLib = class end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientRESTLib = function();  Type.createClass(  'C2SimClientLib.C2SIMClientRESTLib'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMClientRESTLib |

## Remarks

This client does the following: Open a connection with the server on specified port (Default is 8080) Build an HTTP POST transaction from parameters and BML XML document Submit the transaction Read the result Disconnect from the server Return the result received from the server to the caller

## Constructors

|  |  |
| --- | --- |
| [C2SIMClientRESTLib(ILogger, C2SIMClientRESTSettings)](#_53FDD632_Topic) | Constructc REST request object |
| [C2SIMClientRESTLib(ILogger, IOptions(C2SIMClientRESTSettings))](#_6E76A4A6_Topic) | Constructor taking IOption, to be used with service.AddOptions() |

## Properties

|  |  |
| --- | --- |
| [C2SIMHeader](#_D948C00_Topic) | C2SIMHeader to be used with submission of C2SIM transaction |
| [Domain](#_11E48374_Topic) | Domain **Obsolete.** |
| [FirstForwarders](#_35AF78F1_Topic) | Indicates the first server to handle the XML document |
| [Host](#_C4D7C7B4_Topic) | Name or IP address of BML/C2SIM server host |
| [Path](#_356D2F76_Topic) | C2SIM service server path |
| [Port](#_EAE0DB4C_Topic) | Server TCP port number to use (defaults to 8080) |
| [Protocol](#_665DA6F7_Topic) | Protocol to use: BML and C2SIM |
| [ProtocolVersion](#_1A099DDE_Topic) | Version of the protocol, e.g. 1.0.0 for the C2SIM published standard or 0.0.9 for pre-publication/legacy v9 |
| [Requestor](#_FFBD5210_Topic) | Set the Requestor property indicating the identity of the client |
| [Submitter](#_73293445_Topic) | Indicates the identity of the client |

## Methods

|  |  |
| --- | --- |
| [BmlRequest](#_82DBEC92_Topic) | Submit a BML transaction to a BML/C2SIM Server host |
| [C2SimCommand](#_163AAA44_Topic) | Execute a 2SIM Server command |
| [C2SimRequest](#_1BAF6A60_Topic) | Submit a request to a BML/C2SIM Server |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetElementValue](#_E48124C8_Topic) | Search an xml string looking for the first instance of a tag. |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ServerStatus](#_44E7EA04_Topic) | Get status of C2SIM Server. |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib(ILogger, C2SIMClientRESTSettings) Constructor

Constructc REST request object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientRESTLib(  ILogger logger,  C2SIMClientRESTSettings settings ) |

|  |
| --- |
| C++ |
| public: C2SIMClientRESTLib(  ILogger^ logger,   C2SIMClientRESTSettings^ settings ) |

|  |
| --- |
| F# |
| new :   logger : ILogger \*   settings : C2SIMClientRESTSettings -> C2SIMClientRESTLib |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientRESTLib = function(logger, settings); |

#### Parameters

logger [ILogger](https://learn.microsoft.com/dotnet/api/microsoft.extensions.logging.ilogger)

Logger to use

settings [C2SIMClientRESTSettings](#_2F83068E_Topic)

REST service settings

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib(ILogger, IOptions<C2SIMClientRESTSettings>) Constructor

Constructor taking IOption, to be used with service.AddOptions()

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientRESTLib(  ILogger logger,  IOptions<C2SIMClientRESTSettings> options ) |

|  |
| --- |
| C++ |
| public: C2SIMClientRESTLib(  ILogger^ logger,   IOptions<C2SIMClientRESTSettings^>^ options ) |

|  |
| --- |
| F# |
| new :   logger : ILogger \*   options : IOptions<C2SIMClientRESTSettings> -> C2SIMClientRESTLib |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientRESTLib = function(logger, options); |

#### Parameters

logger [ILogger](https://learn.microsoft.com/dotnet/api/microsoft.extensions.logging.ilogger)

[Missing <param name="logger"/> documentation for "M:C2SimClientLib.C2SIMClientRESTLib.#ctor(Microsoft.Extensions.Logging.ILogger,Microsoft.Extensions.Options.IOptions{C2SimClientLib.C2SIMClientRESTSettings})"]

options [IOptions](https://learn.microsoft.com/dotnet/api/microsoft.extensions.options.ioptions-1)([C2SIMClientRESTSettings](#_2F83068E_Topic))

[Missing <param name="options"/> documentation for "M:C2SimClientLib.C2SIMClientRESTLib.#ctor(Microsoft.Extensions.Logging.ILogger,Microsoft.Extensions.Options.IOptions{C2SimClientLib.C2SIMClientRESTSettings})"]

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.C2SIMHeader Property

C2SIMHeader to be used with submission of C2SIM transaction

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMHeader C2SIMHeader { get; } |

|  |
| --- |
| C++ |
| public: property C2SIMHeader^ C2SIMHeader {  C2SIMHeader^ get (); } |

|  |
| --- |
| F# |
| member C2SIMHeader : C2SIMHeader with get |

|  |
| --- |
| JavaScript |
| function get\_C2SIMHeader(); |

#### Property Value

[C2SIMHeader](#_B81156C2_Topic)

## Remarks

Should not normally be used as the header is automatically generated by the client code.

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.Domain Property

**Note: This API is now obsolete.**

Domain

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| [ObsoleteAttribute] public string Domain { get; set; } |

|  |
| --- |
| C++ |
| public: [ObsoleteAttribute] property String^ Domain {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| [<ObsoleteAttribute>] member Domain : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Domain(); function set\_Domain(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.FirstForwarders Property

Indicates the first server to handle the XML document

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string FirstForwarders { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ FirstForwarders {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member FirstForwarders : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FirstForwarders(); function set\_FirstForwarders(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.Host Property

Name or IP address of BML/C2SIM server host

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Host { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Host {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Host : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Host(); function set\_Host(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.Path Property

C2SIM service server path

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Path { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Path {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Path : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Path(); function set\_Path(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.Port Property

Server TCP port number to use (defaults to 8080)

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Port { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Port {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Port : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Port(); function set\_Port(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.Protocol Property

Protocol to use: BML and C2SIM

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Protocol {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.ProtocolVersion Property

Version of the protocol, e.g. 1.0.0 for the C2SIM published standard or 0.0.9 for pre-publication/legacy v9

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ProtocolVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.Requestor Property

Set the Requestor property indicating the identity of the client

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Requestor { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Requestor {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Requestor : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Requestor(); function set\_Requestor(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

This is the same as Submitter and provides compatibility with earlier versions of the library.

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.Submitter Property

Indicates the identity of the client

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Submitter { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Submitter {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Submitter : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Submitter(); function set\_Submitter(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.BmlRequest Method

Submit a BML transaction to a BML/C2SIM Server host

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task<string> BmlRequest(  string xml ) |

|  |
| --- |
| C++ |
| public: Task<String^>^ BmlRequest(  String^ xml ) |

|  |
| --- |
| F# |
| member BmlRequest :   xml : string -> Task<string> |

|  |
| --- |
| JavaScript |
| function BmlRequest(xml); |

#### Parameters

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

An XML string containing a BML or C2SIM xml document.

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

XML - The response received from the host BML server

## Remarks

As a minimum setHost() and setSubmitter() must have been executed before calling this method. If the document is C2SIM the C2SIM message envelope should not be included it will be generated by this method

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.C2SimCommand Method

Execute a 2SIM Server command

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task<string> C2SimCommand(  string cmd,  string parm1,  string parm2,  string parm3 = null ) |

|  |
| --- |
| C++ |
| public: Task<String^>^ C2SimCommand(  String^ cmd,   String^ parm1,   String^ parm2,   String^ parm3 = nullptr ) |

|  |
| --- |
| F# |
| member C2SimCommand :   cmd : string \*   parm1 : string \*   parm2 : string \*   ?parm3 : string  (\* Defaults:  let \_parm3 = defaultArg parm3 null \*) -> Task<string> |

|  |
| --- |
| JavaScript |
| function C2SimCommand(cmd, parm1, parm2, parm3); |

#### Parameters

cmd [String](https://learn.microsoft.com/dotnet/api/system.string)

Command to be processed.

parm1 [String](https://learn.microsoft.com/dotnet/api/system.string)

Optional first parameter

parm2 [String](https://learn.microsoft.com/dotnet/api/system.string)

Optional second parameter

parm3 [String](https://learn.microsoft.com/dotnet/api/system.string) (Optional)

Optional third parameter

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

string result - XML Document giving results of command and server status similar to serverStatus method.

## Remarks

Current commands are NEW, LOAD, SAVE, SAVEAS, DELETE, SHARE, QUERYUNIT, QUERYINIT, MAGIC, RESTART, GETSIMMULT, SETSIMMULT, GETPLAYSTAT, PAUSEPLAY, STARTPLAY, STOPPLAY, GETPLAYMULT, SETPLAYMULT, STARTREC, STOPREC, GETRECSTAT, PAUSEREC, RESTARTREC See the [C2SIM Server Reference Implementation](https://github.com/OpenC2SIM/OpenC2SIM.github.io/blob/master/C2SIM%20Server%20Reference%20Implementation%20Documentation%204.8.0.X%20.pdf) for details. Result is an XML document which may contain a 'status' xml element

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Primary and secondary causes are transmitted within the C2SIMClientException object |

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.C2SimRequest Method

Submit a request to a BML/C2SIM Server

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task<string> C2SimRequest(  string xml ) |

|  |
| --- |
| C++ |
| public: Task<String^>^ C2SimRequest(  String^ xml ) |

|  |
| --- |
| F# |
| member C2SimRequest :   xml : string -> Task<string> |

|  |
| --- |
| JavaScript |
| function C2SimRequest(xml); |

#### Parameters

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

The xml document being submitted

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

Indication of success of operation along with server status. See serverStatus method.

## Remarks

This method performs the same function as the bmlRequest method and is included as part of the migration from BML to C2SIM

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.GetElementValue Method

Search an xml string looking for the first instance of a tag.

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public static string GetElementValue(  string xml,  string target ) |

|  |
| --- |
| C++ |
| public: static String^ GetElementValue(  String^ xml,   String^ target ) |

|  |
| --- |
| F# |
| static member GetElementValue :   xml : string \*   target : string -> string |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientRESTLib.GetElementValue = function(xml, target); |

#### Parameters

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

The xml string to be searched

target [String](https://learn.microsoft.com/dotnet/api/system.string)

The string (Tag) being searched for

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

The value of the element named by that tag

## Remarks

If found, return the value associated with that tag

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTLib.ServerStatus Method

Get status of C2SIM Server.

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task<string> ServerStatus() |

|  |
| --- |
| C++ |
| public: Task<String^>^ ServerStatus() |

|  |
| --- |
| F# |
| member ServerStatus : unit -> Task<string> |

|  |
| --- |
| JavaScript |
| function ServerStatus(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

>XML Document indicating current status of the server

## Remarks

Confirm that server is running and return initialization statussetHost() and setSubmitter() must have must have been executed before calling this method. Sample output: <?xml clientVersion = "1.0" encoding="UTF-8"?> <result> <status>OK</status> <message>Server is operating</message> <serverInitialized>false</serverInitialized> <sessionInitialized>false</sessionInitialized> <unitDatabaseName>defaultDB</unitDatabaseName> <unitDatabaseSize>0</unitDatabaseSize> <msgNumber>0</msgNumber> <time> 0.000</time> </result>

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMClientRESTLib Class](#_FCF6F0B0_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings Class

REST services settings

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public class C2SIMClientRESTSettings |

|  |
| --- |
| C++ |
| public ref class C2SIMClientRESTSettings |

|  |
| --- |
| F# |
| type C2SIMClientRESTSettings = class end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientRESTSettings = function();  Type.createClass(  'C2SimClientLib.C2SIMClientRESTSettings'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMClientRESTSettings |

## Constructors

|  |  |
| --- | --- |
| [C2SIMClientRESTSettings](#_4372C70_Topic) | Construct Settings object |

## Properties

|  |  |
| --- | --- |
| [Host](#_972F7FE8_Topic) | REST service host |
| [Path](#_32D9021_Topic) | REST service path (e.g. C2SIMServer |
| [Performative](#_DE6E4B72_Topic) | Type of message request (INFORM, ORDER, REPORT) NOTE: The schema has a different enumeration: Accept, Agree, Confirm, Inform, Propose, Refuse, Request |
| [Port](#_A2A2F561_Topic) | REST service port |
| [Protocol](#_2CBFDD47_Topic) | "SISO-STD-C2SIM" (or "BML") |
| [ProtocolVersion](#_C44BF260_Topic) | "1.0.0" for published C2SIM standard, or legacy version (e.g. v9="0.0.9") |
| [SubmitterId](#_741229B7_Topic) | Identifier of the client submitting requests |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings Constructor

Construct Settings object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientRESTSettings(  string submitterId,  string host,  string port,  string path,  string performative,  string protocol,  string protocolVersion ) |

|  |
| --- |
| C++ |
| public: C2SIMClientRESTSettings(  String^ submitterId,   String^ host,   String^ port,   String^ path,   String^ performative,   String^ protocol,   String^ protocolVersion ) |

|  |
| --- |
| F# |
| new :   submitterId : string \*   host : string \*   port : string \*   path : string \*   performative : string \*   protocol : string \*   protocolVersion : string -> C2SIMClientRESTSettings |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientRESTSettings = function(submitterId, host, port, path, performative, protocol, protocolVersion); |

#### Parameters

submitterId [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="submitterId"/> documentation for "M:C2SimClientLib.C2SIMClientRESTSettings.#ctor(System.String,System.String,System.String,System.String,System.String,System.String,System.String)"]

host [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="host"/> documentation for "M:C2SimClientLib.C2SIMClientRESTSettings.#ctor(System.String,System.String,System.String,System.String,System.String,System.String,System.String)"]

port [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="port"/> documentation for "M:C2SimClientLib.C2SIMClientRESTSettings.#ctor(System.String,System.String,System.String,System.String,System.String,System.String,System.String)"]

path [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="path"/> documentation for "M:C2SimClientLib.C2SIMClientRESTSettings.#ctor(System.String,System.String,System.String,System.String,System.String,System.String,System.String)"]

performative [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="performative"/> documentation for "M:C2SimClientLib.C2SIMClientRESTSettings.#ctor(System.String,System.String,System.String,System.String,System.String,System.String,System.String)"]

protocol [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="protocol"/> documentation for "M:C2SimClientLib.C2SIMClientRESTSettings.#ctor(System.String,System.String,System.String,System.String,System.String,System.String,System.String)"]

protocolVersion [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="protocolVersion"/> documentation for "M:C2SimClientLib.C2SIMClientRESTSettings.#ctor(System.String,System.String,System.String,System.String,System.String,System.String,System.String)"]

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings.Host Property

REST service host

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Host { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Host {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Host : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Host(); function set\_Host(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings.Path Property

REST service path (e.g. C2SIMServer

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Path { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Path {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Path : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Path(); function set\_Path(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings.Performative Property

Type of message request (INFORM, ORDER, REPORT) NOTE: The schema has a different enumeration: Accept, Agree, Confirm, Inform, Propose, Refuse, Request

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Performative { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Performative {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Performative : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Performative(); function set\_Performative(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings.Port Property

REST service port

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Port { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Port {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Port : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Port(); function set\_Port(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings.Protocol Property

"SISO-STD-C2SIM" (or "BML")

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Protocol {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings.ProtocolVersion Property

"1.0.0" for published C2SIM standard, or legacy version (e.g. v9="0.0.9")

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ ProtocolVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientRESTSettings.SubmitterId Property

Identifier of the client submitting requests

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string SubmitterId { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SubmitterId {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SubmitterId : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SubmitterId(); function set\_SubmitterId(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientRESTSettings Class](#_2F83068E_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib Class

STOMP server messaging

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public class C2SIMClientSTOMPLib : IDisposable |

|  |
| --- |
| C++ |
| public ref class C2SIMClientSTOMPLib : IDisposable |

|  |
| --- |
| F# |
| type C2SIMClientSTOMPLib =   class  interface IDisposable  end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientSTOMPLib = function();  Type.createClass(  'C2SimClientLib.C2SIMClientSTOMPLib',  null,  IDisposable); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMClientSTOMPLib |
| **Implements** | [IDisposable](https://learn.microsoft.com/dotnet/api/system.idisposable) |

## Constructors

|  |  |
| --- | --- |
| [C2SIMClientSTOMPLib(ILogger, C2SIMClientSTOMPSettings)](#_6D0CBB51_Topic) | Construct a library object |
| [C2SIMClientSTOMPLib(ILogger, IOptions(C2SIMClientSTOMPSettings))](#_5644105B_Topic) | Constructor taking IOption, to be used with service.AddOptions() |

## Properties

|  |  |
| --- | --- |
| [Destination](#_207BF1A4_Topic) | Destination queue or topic |
| [Host](#_4304B374_Topic) | STOMP server host name or IP address |
| [IsConnected](#_68181788_Topic) | State of the connection to STOMP |
| [Port](#_3B520DB5_Topic) | STOMP server port |

## Methods

|  |  |
| --- | --- |
| [AddAdvSubscription](#_70E94132_Topic) | Add a general selector expression to be used with SUBSCRIBE |
| [Connect](#_AF57D65_Topic) | Connect to Stomp host, checking for a CONNECTED response |
| [Disconnect](#_84CB4A66_Topic) | Disconnect from STOMP server and close client |
| [Dispose()](#_A762E2C7_Topic) | Dispose of object |
| [Dispose(Boolean)](#_DEAD15B9_Topic) | Dispose object |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetNext\_Block](#_AD97A6B1_Topic) | Returns the message received from the STOMP messaging server. |
| [GetNext\_NoBlock](#_AAAD7D62_Topic) | Returns the next message received from the STOMP messaging server. |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Publish](#_DFD5A482_Topic) | Send message to STOMP host on an already established connection |
| [SendC2SIM\_Response](#_F8AD9D_Topic) | Send a C2SIM Ack response to an incoming C2SIM request |
| [Start](#_5313508E_Topic) | Start a thread and invoke run to get the client going |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib(ILogger, C2SIMClientSTOMPSettings) Constructor

Construct a library object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientSTOMPLib(  ILogger logger,  C2SIMClientSTOMPSettings settings ) |

|  |
| --- |
| C++ |
| public: C2SIMClientSTOMPLib(  ILogger^ logger,   C2SIMClientSTOMPSettings^ settings ) |

|  |
| --- |
| F# |
| new :   logger : ILogger \*   settings : C2SIMClientSTOMPSettings -> C2SIMClientSTOMPLib |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientSTOMPLib = function(logger, settings); |

#### Parameters

logger [ILogger](https://learn.microsoft.com/dotnet/api/microsoft.extensions.logging.ilogger)

Logger to use

settings [C2SIMClientSTOMPSettings](#_D1E808B8_Topic)

STOMP service settings

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib(ILogger, IOptions<C2SIMClientSTOMPSettings>) Constructor

Constructor taking IOption, to be used with service.AddOptions()

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientSTOMPLib(  ILogger logger,  IOptions<C2SIMClientSTOMPSettings> options ) |

|  |
| --- |
| C++ |
| public: C2SIMClientSTOMPLib(  ILogger^ logger,   IOptions<C2SIMClientSTOMPSettings^>^ options ) |

|  |
| --- |
| F# |
| new :   logger : ILogger \*   options : IOptions<C2SIMClientSTOMPSettings> -> C2SIMClientSTOMPLib |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientSTOMPLib = function(logger, options); |

#### Parameters

logger [ILogger](https://learn.microsoft.com/dotnet/api/microsoft.extensions.logging.ilogger)

[Missing <param name="logger"/> documentation for "M:C2SimClientLib.C2SIMClientSTOMPLib.#ctor(Microsoft.Extensions.Logging.ILogger,Microsoft.Extensions.Options.IOptions{C2SimClientLib.C2SIMClientSTOMPSettings})"]

options [IOptions](https://learn.microsoft.com/dotnet/api/microsoft.extensions.options.ioptions-1)([C2SIMClientSTOMPSettings](#_D1E808B8_Topic))

[Missing <param name="options"/> documentation for "M:C2SimClientLib.C2SIMClientSTOMPLib.#ctor(Microsoft.Extensions.Logging.ILogger,Microsoft.Extensions.Options.IOptions{C2SimClientLib.C2SIMClientSTOMPSettings})"]

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Destination Property

Destination queue or topic

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Destination { set; } |

|  |
| --- |
| C++ |
| public: property String^ Destination {  void set (String^ value); } |

|  |
| --- |
| F# |
| member Destination : string with set |

|  |
| --- |
| JavaScript |
| function set\_Destination(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

If there is a trailing slash it will be removed.

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Host Property

STOMP server host name or IP address

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Host { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Host {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Host : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Host(); function set\_Host(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.IsConnected Property

State of the connection to STOMP

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public bool IsConnected { get; } |

|  |
| --- |
| C++ |
| public: property bool IsConnected {  bool get (); } |

|  |
| --- |
| F# |
| member IsConnected : bool with get |

|  |
| --- |
| JavaScript |
| function get\_IsConnected(); |

#### Property Value

[Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Port Property

STOMP server port

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public int Port { get; set; } |

|  |
| --- |
| C++ |
| public: property int Port {  int get ();  void set (int value); } |

|  |
| --- |
| F# |
| member Port : int with get, set |

|  |
| --- |
| JavaScript |
| function get\_Port(); function set\_Port(value); |

#### Property Value

[Int32](https://learn.microsoft.com/dotnet/api/system.int32)

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.AddAdvSubscription Method

Add a general selector expression to be used with SUBSCRIBE

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public void AddAdvSubscription(  string subString ) |

|  |
| --- |
| C++ |
| public: void AddAdvSubscription(  String^ subString ) |

|  |
| --- |
| F# |
| member AddAdvSubscription :   subString : string -> unit |

|  |
| --- |
| JavaScript |
| function AddAdvSubscription(subString); |

#### Parameters

subString [String](https://learn.microsoft.com/dotnet/api/system.string)

string - Expression to be added to subscription list. Expression will provide a header value to be used as a filter. If specified the only messages that will be received on the current connection will be those Satisfying the expression or those msgSelectors specified in addSubscription. If no subscriptions are submitted then this system will receive all messages published to the topic

## Remarks

Host will only publish messages matching one of the selectors. If no addSubscriptions are submitted then all messages will be received.

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Connect Method

Connect to Stomp host, checking for a CONNECTED response

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task<C2SIMSTOMPMessage> Connect() |

|  |
| --- |
| C++ |
| public: Task<C2SIMSTOMPMessage^>^ Connect() |

|  |
| --- |
| F# |
| member Connect : unit -> Task<C2SIMSTOMPMessage> |

|  |
| --- |
| JavaScript |
| function Connect(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMSTOMPMessage](#_499309DD_Topic))

STOMPMessage - Response from host if connection - Response should be CONNECTED

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Includes various exceptions |

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Disconnect Method

Disconnect from STOMP server and close client

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task<string> Disconnect() |

|  |
| --- |
| C++ |
| public: Task<String^>^ Disconnect() |

|  |
| --- |
| F# |
| member Disconnect : unit -> Task<string> |

|  |
| --- |
| JavaScript |
| function Disconnect(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

string - "OK" indicating successful completion of disconnect or else throws an exception

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Encapsulates various exceptions |

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Dispose Method

Dispose of object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public void Dispose() |

|  |
| --- |
| C++ |
| public: virtual void Dispose() sealed |

|  |
| --- |
| F# |
| abstract Dispose : unit -> unit  override Dispose : unit -> unit |

|  |
| --- |
| JavaScript |
| function Dispose(); |

#### Implements

[IDisposable.Dispose()](https://learn.microsoft.com/dotnet/api/system.idisposable.dispose#system-idisposable-dispose)

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Dispose(Boolean) Method

Dispose object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| protected virtual void Dispose(  bool disposing ) |

|  |
| --- |
| C++ |
| protected: virtual void Dispose(  bool disposing ) |

|  |
| --- |
| F# |
| abstract Dispose :   disposing : bool -> unit  override Dispose :   disposing : bool -> unit |

|  |
| --- |
| JavaScript |
| function Dispose(disposing); |

#### Parameters

disposing [Boolean](https://learn.microsoft.com/dotnet/api/system.boolean)

True to release both managed and unmanaged resources; false to release only unmanaged resources

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.GetNext\_Block Method

Returns the message received from the STOMP messaging server.

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task<C2SIMSTOMPMessage> GetNext\_Block() |

|  |
| --- |
| C++ |
| public: Task<C2SIMSTOMPMessage^>^ GetNext\_Block() |

|  |
| --- |
| F# |
| member GetNext\_Block : unit -> Task<C2SIMSTOMPMessage> |

|  |
| --- |
| JavaScript |
| function GetNext\_Block(); |

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)([C2SIMSTOMPMessage](#_499309DD_Topic))

STOMPMessage - The next STOMP message. Message should be MESSAGE.

## Remarks

The original Java method blocks the calling thread. Here we make this method asynchronous so the user can wait for the result, but do that in an await that will \_not\_ block the thread

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Encapsulates several specific exceptions |

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.GetNext\_NoBlock Method

Returns the next message received from the STOMP messaging server.

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMSTOMPMessage GetNext\_NoBlock() |

|  |
| --- |
| C++ |
| public: C2SIMSTOMPMessage^ GetNext\_NoBlock() |

|  |
| --- |
| F# |
| member GetNext\_NoBlock : unit -> C2SIMSTOMPMessage |

|  |
| --- |
| JavaScript |
| function GetNext\_NoBlock(); |

#### Return Value

[C2SIMSTOMPMessage](#_499309DD_Topic)

STOMPMessage - The next STOMP message or NULL if no message is available at this time. Message should be MESSAGE.

## Remarks

The calling thread will NOT be blocked if a STOMPMessage is not available - a null is immediately returned instead. Use await GetNext\_Block() to interrupt execution until a message becomes available.

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Encapsulates several specific exceptions |

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Publish Method

Send message to STOMP host on an already established connection

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task Publish(  string cmd,  List<string> headers,  string xml ) |

|  |
| --- |
| C++ |
| public: Task^ Publish(  String^ cmd,   List<String^>^ headers,   String^ xml ) |

|  |
| --- |
| F# |
| member Publish :   cmd : string \*   headers : List<string> \*   xml : string -> Task |

|  |
| --- |
| JavaScript |
| function Publish(cmd, headers, xml); |

#### Parameters

cmd [String](https://learn.microsoft.com/dotnet/api/system.string)

STOMP Command to be used - should normally be MESSAGE

headers [List](https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)([String](https://learn.microsoft.com/dotnet/api/system.string))

A Vector Strings containing STOMP headers in the form headerName:headerValue

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

The message to be sent

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) | Thrown by sendFrame() |

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.SendC2SIM\_Response Method

Send a C2SIM Ack response to an incoming C2SIM request

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Task SendC2SIM\_Response(  C2SIMSTOMPMessage oldMsg,  string c2sResp,  string ackCode ) |

|  |
| --- |
| C++ |
| public: Task^ SendC2SIM\_Response(  C2SIMSTOMPMessage^ oldMsg,   String^ c2sResp,   String^ ackCode ) |

|  |
| --- |
| F# |
| member SendC2SIM\_Response :   oldMsg : C2SIMSTOMPMessage \*   c2sResp : string \*   ackCode : string -> Task |

|  |
| --- |
| JavaScript |
| function SendC2SIM\_Response(oldMsg, c2sResp, ackCode); |

#### Parameters

oldMsg [C2SIMSTOMPMessage](#_499309DD_Topic)

Message that is being responded to

c2sResp [String](https://learn.microsoft.com/dotnet/api/system.string)

Response code to be sent

ackCode [String](https://learn.microsoft.com/dotnet/api/system.string)

Code describing the acknowledgment

#### Return Value

[Task](https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

STOMPMessage - The next STOMP message. Message should be MESSAGE.

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.Start Method

Start a thread and invoke run to get the client going

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public void Start() |

|  |
| --- |
| C++ |
| public: void Start() |

|  |
| --- |
| F# |
| member Start : unit -> unit |

|  |
| --- |
| JavaScript |
| function Start(); |

## See Also

#### Reference

[C2SIMClientSTOMPLib Class](#_6B7FEDA6_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPLib.MessageType Enumeration

Type of message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public enum MessageType |

|  |
| --- |
| C++ |
| public enum class MessageType |

|  |
| --- |
| F# |
| type MessageType |

|  |
| --- |
| JavaScript |
| C2SimClientLib.MessageType = function(); C2SimClientLib.MessageType.createEnum('C2SimClientLib.MessageType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| EMPTY | 0 |  |
| MESSAGE | 1 |  |
| CONNECTED | 2 |  |
| ERROR | 3 |  |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPSettings Class

STOMP service settings

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public class C2SIMClientSTOMPSettings |

|  |
| --- |
| C++ |
| public ref class C2SIMClientSTOMPSettings |

|  |
| --- |
| F# |
| type C2SIMClientSTOMPSettings = class end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientSTOMPSettings = function();  Type.createClass(  'C2SimClientLib.C2SIMClientSTOMPSettings'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMClientSTOMPSettings |

## Constructors

|  |  |
| --- | --- |
| [C2SIMClientSTOMPSettings](#_F43520BB_Topic) | Construct Settings object |

## Properties

|  |  |
| --- | --- |
| [Destination](#_C9CE8E91_Topic) | STOMP service topic/destination |
| [Host](#_C04F6517_Topic) | STOMP service host |
| [Port](#_A251AB78_Topic) | STOMP service port |
| [ServerHeartBeat](#_543C7E49_Topic) | Server heart beat message frequency in milliseconds |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPSettings Constructor

Construct Settings object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMClientSTOMPSettings(  string host,  string port,  string destination,  int serverHeartBeat = 100000 ) |

|  |
| --- |
| C++ |
| public: C2SIMClientSTOMPSettings(  String^ host,   String^ port,   String^ destination,   int serverHeartBeat = 100000 ) |

|  |
| --- |
| F# |
| new :   host : string \*   port : string \*   destination : string \*   ?serverHeartBeat : int  (\* Defaults:  let \_serverHeartBeat = defaultArg serverHeartBeat 100000 \*) -> C2SIMClientSTOMPSettings |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMClientSTOMPSettings = function(host, port, destination, serverHeartBeat); |

#### Parameters

host [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="host"/> documentation for "M:C2SimClientLib.C2SIMClientSTOMPSettings.#ctor(System.String,System.String,System.String,System.Int32)"]

port [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="port"/> documentation for "M:C2SimClientLib.C2SIMClientSTOMPSettings.#ctor(System.String,System.String,System.String,System.Int32)"]

destination [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="destination"/> documentation for "M:C2SimClientLib.C2SIMClientSTOMPSettings.#ctor(System.String,System.String,System.String,System.Int32)"]

serverHeartBeat [Int32](https://learn.microsoft.com/dotnet/api/system.int32) (Optional)

[Missing <param name="serverHeartBeat"/> documentation for "M:C2SimClientLib.C2SIMClientSTOMPSettings.#ctor(System.String,System.String,System.String,System.Int32)"]

## See Also

#### Reference

[C2SIMClientSTOMPSettings Class](#_D1E808B8_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPSettings.Destination Property

STOMP service topic/destination

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Destination { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Destination {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Destination : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Destination(); function set\_Destination(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientSTOMPSettings Class](#_D1E808B8_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPSettings.Host Property

STOMP service host

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Host { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Host {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Host : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Host(); function set\_Host(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientSTOMPSettings Class](#_D1E808B8_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPSettings.Port Property

STOMP service port

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Port { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ Port {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member Port : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Port(); function set\_Port(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMClientSTOMPSettings Class](#_D1E808B8_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMClientSTOMPSettings.ServerHeartBeat Property

Server heart beat message frequency in milliseconds

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public int ServerHeartBeat { get; set; } |

|  |
| --- |
| C++ |
| public: property int ServerHeartBeat {  int get ();  void set (int value); } |

|  |
| --- |
| F# |
| member ServerHeartBeat : int with get, set |

|  |
| --- |
| JavaScript |
| function get\_ServerHeartBeat(); function set\_ServerHeartBeat(value); |

#### Property Value

[Int32](https://learn.microsoft.com/dotnet/api/system.int32)

## See Also

#### Reference

[C2SIMClientSTOMPSettings Class](#_D1E808B8_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader Class

C2SIM message header From original Java code implemented by Douglas Corner - George Mason University C4I Center

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public class C2SIMHeader : IC2SIMHeader |

|  |
| --- |
| C++ |
| public ref class C2SIMHeader : IC2SIMHeader |

|  |
| --- |
| F# |
| type C2SIMHeader =   class  interface IC2SIMHeader  end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMHeader = function();  Type.createClass(  'C2SimClientLib.C2SIMHeader',  null,  C2SimClientLib.IC2SIMHeader); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMHeader |
| **Implements** | [IC2SIMHeader](#_ECAC0948_Topic) |

## Constructors

|  |  |
| --- | --- |
| [C2SIMHeader](#_EE1F6A5_Topic) | Constructs a header object |

## Properties

|  |  |
| --- | --- |
| [CommunicativeActTypeCode](#_AB9912A9_Topic) | Indicates processing/performative requested for this message |
| [ConversationID](#_C54798B7_Topic) | UUID used to connect a series of messages into one conversation |
| [FromSendingSystem](#_673F2539_Topic) | ID of system where message originated |
| [InReplyToMessageID](#_69F35E9F_Topic) | ID of the message being replied to |
| [MessageID](#_33E3856D_Topic) | C2SIM header message ID |
| [Protocol](#_DDC4B9BD_Topic) | C2SIM protocol |
| [ProtocolVersion](#_C5541561_Topic) | Protocol version |
| [ReplyToSystem](#_45A21E33_Topic) | Id of the system to be replied to |
| [SecurityClassificationCode](#_C88F920F_Topic) | Security classification (UUID) code |
| [SendingTime](#_FBE3101D_Topic) | Sending Time - time C2SIMHeader object was instantiated in ISO Format |
| [ToReceivingSystem](#_CAF1F38_Topic) | ID of system this message is directed to |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GenerateConversationID](#_FD680108_Topic) | Generate a new Conversation ID (UIID format) for this C2SIM Header |
| [GenerateMessageID](#_54BBC450_Topic) | Generate ID for this C2SIM Message Header |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [InsertC2SIM](#_2EEF5FE4_Topic) | Given an xml document with the XML header and content create and insert a C2SIM header into it |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [PopulateC2SIM](#_66E446BC_Topic) | Populate a C2SIMHeader object from an XML string. |
| [RemoveC2SIM](#_854F8734_Topic) | Remove C2SIM message envelope and return core xml message with xml header **Obsolete.** |
| [ToDoc](#_28EAEA99_Topic) | xmlDoc - return a DOM Document representing this message header |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToXMLString](#_3BE41A9A_Topic) | XML representation of the C2SIM header object |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader Constructor

Constructs a header object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMHeader() |

|  |
| --- |
| C++ |
| public: C2SIMHeader() |

|  |
| --- |
| F# |
| new : unit -> C2SIMHeader |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMHeader = function(); |

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.CommunicativeActTypeCode Property

Indicates processing/performative requested for this message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string CommunicativeActTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ CommunicativeActTypeCode {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract CommunicativeActTypeCode : string with get, set override CommunicativeActTypeCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicativeActTypeCode(); function set\_CommunicativeActTypeCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.CommunicativeActTypeCode](#_2914C8F4_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.ConversationID Property

UUID used to connect a series of messages into one conversation

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string ConversationID { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ConversationID {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ConversationID : string with get, set override ConversationID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConversationID(); function set\_ConversationID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ConversationID](#_B69076FE_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.FromSendingSystem Property

ID of system where message originated

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string FromSendingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ FromSendingSystem {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract FromSendingSystem : string with get, set override FromSendingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSendingSystem(); function set\_FromSendingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.FromSendingSystem](#_1B423538_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.InReplyToMessageID Property

ID of the message being replied to

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string InReplyToMessageID { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ InReplyToMessageID {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract InReplyToMessageID : string with get, set override InReplyToMessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_InReplyToMessageID(); function set\_InReplyToMessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.InReplyToMessageID](#_B2628504_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.MessageID Property

C2SIM header message ID

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string MessageID { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ MessageID {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract MessageID : string with get, set override MessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageID(); function set\_MessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.MessageID](#_AFD52A6A_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.Protocol Property

C2SIM protocol

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string Protocol { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ Protocol {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract Protocol : string with get, set override Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.Protocol](#_90369778_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.ProtocolVersion Property

Protocol version

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ProtocolVersion {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ProtocolVersion : string with get, set override ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ProtocolVersion](#_C218E67D_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.ReplyToSystem Property

Id of the system to be replied to

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string ReplyToSystem { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ReplyToSystem {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ReplyToSystem : string with get, set override ReplyToSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReplyToSystem(); function set\_ReplyToSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ReplyToSystem](#_7D899755_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.SecurityClassificationCode Property

Security classification (UUID) code

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string SecurityClassificationCode { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ SecurityClassificationCode {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract SecurityClassificationCode : string with get, set override SecurityClassificationCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCode(); function set\_SecurityClassificationCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.SecurityClassificationCode](#_3CC460BE_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.SendingTime Property

Sending Time - time C2SIMHeader object was instantiated in ISO Format

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string SendingTime { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ SendingTime {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract SendingTime : string with get, set override SendingTime : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SendingTime(); function set\_SendingTime(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.SendingTime](#_BD11F33F_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.ToReceivingSystem Property

ID of system this message is directed to

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string ToReceivingSystem { get; set; } |

|  |
| --- |
| C++ |
| public: virtual property String^ ToReceivingSystem {  String^ get () sealed;  void set (String^ value) sealed; } |

|  |
| --- |
| F# |
| abstract ToReceivingSystem : string with get, set override ToReceivingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceivingSystem(); function set\_ToReceivingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

#### Implements

[IC2SIMHeader.ToReceivingSystem](#_20C4B658_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.GenerateConversationID Method

Generate a new Conversation ID (UIID format) for this C2SIM Header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public void GenerateConversationID() |

|  |
| --- |
| C++ |
| public: virtual void GenerateConversationID() sealed |

|  |
| --- |
| F# |
| abstract GenerateConversationID : unit -> unit  override GenerateConversationID : unit -> unit |

|  |
| --- |
| JavaScript |
| function GenerateConversationID(); |

#### Implements

[IC2SIMHeader.GenerateConversationID()](#_EFCB8B81_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.GenerateMessageID Method

Generate ID for this C2SIM Message Header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public void GenerateMessageID() |

|  |
| --- |
| C++ |
| public: virtual void GenerateMessageID() sealed |

|  |
| --- |
| F# |
| abstract GenerateMessageID : unit -> unit  override GenerateMessageID : unit -> unit |

|  |
| --- |
| JavaScript |
| function GenerateMessageID(); |

#### Implements

[IC2SIMHeader.GenerateMessageID()](#_79230B39_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.InsertC2SIM Method

Given an xml document with the XML header and content create and insert a C2SIM header into it

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public static string InsertC2SIM(  string xml,  string sender,  string receiver,  string performative,  string version ) |

|  |
| --- |
| C++ |
| public: static String^ InsertC2SIM(  String^ xml,   String^ sender,   String^ receiver,   String^ performative,   String^ version ) |

|  |
| --- |
| F# |
| static member InsertC2SIM :   xml : string \*   sender : string \*   receiver : string \*   performative : string \*   version : string -> string |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMHeader.InsertC2SIM = function(xml, sender, receiver, performative, version); |

#### Parameters

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

The xml string that header is to be inserted into

sender [String](https://learn.microsoft.com/dotnet/api/system.string)

The C2SIM Sender

receiver [String](https://learn.microsoft.com/dotnet/api/system.string)

The C2SIM Receiver

performative [String](https://learn.microsoft.com/dotnet/api/system.string)

One of the C2SIM performatives

version [String](https://learn.microsoft.com/dotnet/api/system.string)

Protocol version

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.PopulateC2SIM Method

Populate a C2SIMHeader object from an XML string.

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public static C2SIMHeader PopulateC2SIM(  string xmlString ) |

|  |
| --- |
| C++ |
| public: static C2SIMHeader^ PopulateC2SIM(  String^ xmlString ) |

|  |
| --- |
| F# |
| static member PopulateC2SIM :   xmlString : string -> C2SIMHeader |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMHeader.PopulateC2SIM = function(xmlString); |

#### Parameters

xmlString [String](https://learn.microsoft.com/dotnet/api/system.string)

[Missing <param name="xmlString"/> documentation for "M:C2SimClientLib.C2SIMHeader.PopulateC2SIM(System.String)"]

#### Return Value

[C2SIMHeader](#_B81156C2_Topic)

The C2SIMHeader object that was passed as a parameter

## Exceptions

|  |  |
| --- | --- |
| [C2SIMClientException](#_728F69B9_Topic) |  |

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.RemoveC2SIM Method

**Note: This API is now obsolete.**

Remove C2SIM message envelope and return core xml message with xml header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| [ObsoleteAttribute("The .NET version parses the C2SIM header as the message is received from STOMP, so this method is not needed")] public static string RemoveC2SIM(  string xml ) |

|  |
| --- |
| C++ |
| public: [ObsoleteAttribute(L"The .NET version parses the C2SIM header as the message is received from STOMP, so this method is not needed")] static String^ RemoveC2SIM(  String^ xml ) |

|  |
| --- |
| F# |
| [<ObsoleteAttribute("The .NET version parses the C2SIM header as the message is received from STOMP, so this method is not needed")>] static member RemoveC2SIM :   xml : string -> string |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMHeader.RemoveC2SIM = function(xml); |

#### Parameters

xml [String](https://learn.microsoft.com/dotnet/api/system.string)

string - Input xml message with C2SIM envelope

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

string - Reconstructed message without C2SIM components

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.ToDoc Method

xmlDoc - return a DOM Document representing this message header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public XDocument ToDoc() |

|  |
| --- |
| C++ |
| public: virtual XDocument^ ToDoc() sealed |

|  |
| --- |
| F# |
| abstract ToDoc : unit -> XDocument  override ToDoc : unit -> XDocument |

|  |
| --- |
| JavaScript |
| function ToDoc(); |

#### Return Value

[XDocument](https://learn.microsoft.com/dotnet/api/system.xml.linq.xdocument)

null

#### Implements

[IC2SIMHeader.ToDoc()](#_45C04EE8_Topic)

## Remarks

NOT IMPLEMENTED AT THIS TIME

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMHeader.ToXMLString Method

XML representation of the C2SIM header object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string ToXMLString() |

|  |
| --- |
| C++ |
| public: virtual String^ ToXMLString() sealed |

|  |
| --- |
| F# |
| abstract ToXMLString : unit -> string  override ToXMLString : unit -> string |

|  |
| --- |
| JavaScript |
| function ToXMLString(); |

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

XML string containing the contents of this C2SIM header object

#### Implements

[IC2SIMHeader.ToXMLString()](#_1F6BE5ED_Topic)

## See Also

#### Reference

[C2SIMHeader Class](#_B81156C2_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage Class

Encapsulates a STOMP Message along with other data created during the processing of the message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public class C2SIMSTOMPMessage |

|  |
| --- |
| C++ |
| public ref class C2SIMSTOMPMessage |

|  |
| --- |
| F# |
| type C2SIMSTOMPMessage = class end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMSTOMPMessage = function();  Type.createClass(  'C2SimClientLib.C2SIMSTOMPMessage'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → C2SIMSTOMPMessage |

## Remarks

From original Java code implemented by Douglas Corner - George Mason University C4I and Cyber Center

## Constructors

|  |  |
| --- | --- |
| [C2SIMSTOMPMessage](#_23E3C316_Topic) | Constructor |

## Properties

|  |  |
| --- | --- |
| [C2SIMHeader](#_4BCCEC8E_Topic) | C2Sim header from this message |
| [ContentLength](#_235AFFE6_Topic) | Length of the message as determined by the content-length header |
| [Error](#_F7E5E64D_Topic) | Exception thrown in the stomp TCP thread, wrapped for delivery within this message |
| [MessageBody](#_3E30CB6A_Topic) | Body of the message |
| [MessageLength](#_6B2AF80F_Topic) | Length of the message without the C2SIM Header |
| [MessageSelector](#_AFDEBB46_Topic) | Message type determined when the server receives the message from its creator |
| [MessageType](#_C0E00F4D_Topic) | STOMP command for this message |

## Methods

|  |  |
| --- | --- |
| [CreateHeaderMap](#_AFE20D88_Topic) | Move the values from headers Vector creating a HashMap of header names and header values |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHeader](#_DE2BFD7E_Topic) | Contents of a specific STOMP header |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage Constructor

Constructor

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMSTOMPMessage() |

|  |
| --- |
| C++ |
| public: C2SIMSTOMPMessage() |

|  |
| --- |
| F# |
| new : unit -> C2SIMSTOMPMessage |

|  |
| --- |
| JavaScript |
| C2SimClientLib.C2SIMSTOMPMessage = function(); |

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.C2SIMHeader Property

C2Sim header from this message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public C2SIMHeader C2SIMHeader { get; } |

|  |
| --- |
| C++ |
| public: property C2SIMHeader^ C2SIMHeader {  C2SIMHeader^ get (); } |

|  |
| --- |
| F# |
| member C2SIMHeader : C2SIMHeader with get |

|  |
| --- |
| JavaScript |
| function get\_C2SIMHeader(); |

#### Property Value

[C2SIMHeader](#_B81156C2_Topic)

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.ContentLength Property

Length of the message as determined by the content-length header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public long ContentLength { get; } |

|  |
| --- |
| C++ |
| public: property long long ContentLength {  long long get (); } |

|  |
| --- |
| F# |
| member ContentLength : int64 with get |

|  |
| --- |
| JavaScript |
| function get\_ContentLength(); |

#### Property Value

[Int64](https://learn.microsoft.com/dotnet/api/system.int64)

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.Error Property

Exception thrown in the stomp TCP thread, wrapped for delivery within this message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public Exception Error { get; } |

|  |
| --- |
| C++ |
| public: property Exception^ Error {  Exception^ get (); } |

|  |
| --- |
| F# |
| member Error : Exception with get |

|  |
| --- |
| JavaScript |
| function get\_Error(); |

#### Property Value

[Exception](https://learn.microsoft.com/dotnet/api/system.exception)

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.MessageBody Property

Body of the message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string MessageBody { get; } |

|  |
| --- |
| C++ |
| public: property String^ MessageBody {  String^ get (); } |

|  |
| --- |
| F# |
| member MessageBody : string with get |

|  |
| --- |
| JavaScript |
| function get\_MessageBody(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

Part of the message following the headers. Does not include the terminating NULL

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.MessageLength Property

Length of the message without the C2SIM Header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public long MessageLength { get; } |

|  |
| --- |
| C++ |
| public: property long long MessageLength {  long long get (); } |

|  |
| --- |
| F# |
| member MessageLength : int64 with get |

|  |
| --- |
| JavaScript |
| function get\_MessageLength(); |

#### Property Value

[Int64](https://learn.microsoft.com/dotnet/api/system.int64)

## Remarks

For non C2SIM messages this is the same as the contentLength.

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.MessageSelector Property

Message type determined when the server receives the message from its creator

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string MessageSelector { get; } |

|  |
| --- |
| C++ |
| public: property String^ MessageSelector {  String^ get (); } |

|  |
| --- |
| F# |
| member MessageSelector : string with get |

|  |
| --- |
| JavaScript |
| function get\_MessageSelector(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.MessageType Property

STOMP command for this message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string MessageType { get; } |

|  |
| --- |
| C++ |
| public: property String^ MessageType {  String^ get (); } |

|  |
| --- |
| F# |
| member MessageType : string with get |

|  |
| --- |
| JavaScript |
| function get\_MessageType(); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

Normally CONNECTED or MESSAGE

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.CreateHeaderMap Method

Move the values from headers Vector creating a HashMap of header names and header values

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string CreateHeaderMap() |

|  |
| --- |
| C++ |
| public: String^ CreateHeaderMap() |

|  |
| --- |
| F# |
| member CreateHeaderMap : unit -> string |

|  |
| --- |
| JavaScript |
| function CreateHeaderMap(); |

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

string - messageSelector if one was found

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SIMSTOMPMessage.GetHeader Method

Contents of a specific STOMP header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public string GetHeader(  string header ) |

|  |
| --- |
| C++ |
| public: String^ GetHeader(  String^ header ) |

|  |
| --- |
| F# |
| member GetHeader :   header : string -> string |

|  |
| --- |
| JavaScript |
| function GetHeader(header); |

#### Parameters

header [String](https://learn.microsoft.com/dotnet/api/system.string)

Specific header e.g. "content-length"

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

- string - Value of header or string.Empty if header not set in incoming message

## See Also

#### Reference

[C2SIMSTOMPMessage Class](#_499309DD_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader Interface

C2SIMHeader Interface

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| public interface IC2SIMHeader |

|  |
| --- |
| C++ |
| public interface class IC2SIMHeader |

|  |
| --- |
| F# |
| type IC2SIMHeader = interface end |

|  |
| --- |
| JavaScript |
| C2SimClientLib.IC2SIMHeader = function(); C2SimClientLib.IC2SIMHeader.createInterface('C2SimClientLib.IC2SIMHeader'); |

## Properties

|  |  |
| --- | --- |
| [CommunicativeActTypeCode](#_2914C8F4_Topic) | Communicative act |
| [ConversationID](#_B69076FE_Topic) | Unique identifier for the conversation. |
| [FromSendingSystem](#_1B423538_Topic) | ID of sending system (UUID) |
| [InReplyToMessageID](#_B2628504_Topic) | ID of message being replied to (UUID) |
| [MessageID](#_AFD52A6A_Topic) | Unique identifier for the message. |
| [Protocol](#_90369778_Topic) | The protocol of the this message |
| [ProtocolVersion](#_C218E67D_Topic) | The version of the protocol of the this message |
| [ReplyToSystem](#_7D899755_Topic) | Specifies what system to reply to |
| [SecurityClassificationCode](#_3CC460BE_Topic) | Indicates the security classification of this message |
| [SendingTime](#_BD11F33F_Topic) | Sending Time - ISO DateTime format yyyy-MM-ddTHH:mm:ssZ |
| [ToReceivingSystem](#_20C4B658_Topic) | ID of destination system (UUID)) |

## Methods

|  |  |
| --- | --- |
| [GenerateConversationID](#_EFCB8B81_Topic) | Generate a new Conversation ID (UIID format) for this C2SIM Header |
| [GenerateMessageID](#_79230B39_Topic) | Generate a new Message ID (UIID format) for this C2SIM Header |
| [ToDoc](#_45C04EE8_Topic) | Return a DOM Document representing this message header |
| [ToXMLString](#_1F6BE5ED_Topic) | XML representation of the C2SIM header object |

## See Also

#### Reference

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.CommunicativeActTypeCode Property

Communicative act

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string CommunicativeActTypeCode { get; set; } |

|  |
| --- |
| C++ |
| property String^ CommunicativeActTypeCode {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract CommunicativeActTypeCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_CommunicativeActTypeCode(); function set\_CommunicativeActTypeCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

One of the values from enumCommunicativeActCategoryCode indicating type of message

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.ConversationID Property

Unique identifier for the conversation.

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string ConversationID { get; set; } |

|  |
| --- |
| C++ |
| property String^ ConversationID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract ConversationID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ConversationID(); function set\_ConversationID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

Should be kept identical for all replies. The conversationID may be used to associate a number of messages into a logical grouping.

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.FromSendingSystem Property

ID of sending system (UUID)

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string FromSendingSystem { get; set; } |

|  |
| --- |
| C++ |
| property String^ FromSendingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract FromSendingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_FromSendingSystem(); function set\_FromSendingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.InReplyToMessageID Property

ID of message being replied to (UUID)

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string InReplyToMessageID { get; set; } |

|  |
| --- |
| C++ |
| property String^ InReplyToMessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract InReplyToMessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_InReplyToMessageID(); function set\_InReplyToMessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.MessageID Property

Unique identifier for the message.

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string MessageID { get; set; } |

|  |
| --- |
| C++ |
| property String^ MessageID {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract MessageID : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_MessageID(); function set\_MessageID(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## Remarks

Other messages refer to the message using this ID.

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.Protocol Property

The protocol of the this message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string Protocol { get; set; } |

|  |
| --- |
| C++ |
| property String^ Protocol {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract Protocol : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_Protocol(); function set\_Protocol(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.ProtocolVersion Property

The version of the protocol of the this message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string ProtocolVersion { get; set; } |

|  |
| --- |
| C++ |
| property String^ ProtocolVersion {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract ProtocolVersion : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ProtocolVersion(); function set\_ProtocolVersion(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.ReplyToSystem Property

Specifies what system to reply to

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string ReplyToSystem { get; set; } |

|  |
| --- |
| C++ |
| property String^ ReplyToSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract ReplyToSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ReplyToSystem(); function set\_ReplyToSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.SecurityClassificationCode Property

Indicates the security classification of this message

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string SecurityClassificationCode { get; set; } |

|  |
| --- |
| C++ |
| property String^ SecurityClassificationCode {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract SecurityClassificationCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SecurityClassificationCode(); function set\_SecurityClassificationCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.SendingTime Property

Sending Time - ISO DateTime format yyyy-MM-ddTHH:mm:ssZ

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string SendingTime { get; set; } |

|  |
| --- |
| C++ |
| property String^ SendingTime {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract SendingTime : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SendingTime(); function set\_SendingTime(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.ToReceivingSystem Property

ID of destination system (UUID))

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string ToReceivingSystem { get; set; } |

|  |
| --- |
| C++ |
| property String^ ToReceivingSystem {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| abstract ToReceivingSystem : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_ToReceivingSystem(); function set\_ToReceivingSystem(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.GenerateConversationID Method

Generate a new Conversation ID (UIID format) for this C2SIM Header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| void GenerateConversationID() |

|  |
| --- |
| C++ |
| void GenerateConversationID() |

|  |
| --- |
| F# |
| abstract GenerateConversationID : unit -> unit |

|  |
| --- |
| JavaScript |
| function GenerateConversationID(); |

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.GenerateMessageID Method

Generate a new Message ID (UIID format) for this C2SIM Header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| void GenerateMessageID() |

|  |
| --- |
| C++ |
| void GenerateMessageID() |

|  |
| --- |
| F# |
| abstract GenerateMessageID : unit -> unit |

|  |
| --- |
| JavaScript |
| function GenerateMessageID(); |

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.ToDoc Method

Return a DOM Document representing this message header

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| XDocument ToDoc() |

|  |
| --- |
| C++ |
| XDocument^ ToDoc() |

|  |
| --- |
| F# |
| abstract ToDoc : unit -> XDocument |

|  |
| --- |
| JavaScript |
| function ToDoc(); |

#### Return Value

[XDocument](https://learn.microsoft.com/dotnet/api/system.xml.linq.xdocument)

## Remarks

NOT IMPLEMENTED AT THIS TIME

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# IC2SIMHeader.ToXMLString Method

XML representation of the C2SIM header object

## Definition

**Namespace:** [C2SimClientLib](#_26E69685_Topic)  
**Assembly:** C2SIMClientLib (in C2SIMClientLib.dll) Version: 4.8.3.1

|  |
| --- |
| C# |
| string ToXMLString() |

|  |
| --- |
| C++ |
| String^ ToXMLString() |

|  |
| --- |
| F# |
| abstract ToXMLString : unit -> string |

|  |
| --- |
| JavaScript |
| function ToXMLString(); |

#### Return Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

XML string containing the contents of this C2SIM header object

## See Also

#### Reference

[IC2SIMHeader Interface](#_ECAC0948_Topic)

[C2SimClientLib Namespace](#_26E69685_Topic)

# C2SimCommand Namespace

## Classes

|  |  |
| --- | --- |
| [MessageBodyType](#_FF4E7792_Topic) |  |
| [SystemCommandBodyType](#_AC436C54_Topic) |  |

## Enumerations

|  |  |
| --- | --- |
| [SystemCommandTypeCodeType](#_3B0F049D_Topic) |  |

# MessageBodyType Class

[Missing <summary> documentation for "T:C2SimCommand.MessageBodyType"]

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class MessageBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class MessageBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type MessageBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SimCommand.MessageBodyType = function();  Type.createClass(  'C2SimCommand.MessageBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → MessageBodyType |

## Constructors

|  |  |
| --- | --- |
| [MessageBodyType](#_228FC1AD_Topic) | Initializes a new instance of the MessageBodyType class |

## Properties

|  |  |
| --- | --- |
| [Item](#_3539CA0_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SimCommand Namespace](#_9BE33D20_Topic)

# MessageBodyType Constructor

Initializes a new instance of the [MessageBodyType](#_FF4E7792_Topic) class

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public MessageBodyType() |

|  |
| --- |
| C++ |
| public: MessageBodyType() |

|  |
| --- |
| F# |
| new : unit -> MessageBodyType |

|  |
| --- |
| JavaScript |
| C2SimCommand.MessageBodyType = function(); |

## See Also

#### Reference

[MessageBodyType Class](#_FF4E7792_Topic)

[C2SimCommand Namespace](#_9BE33D20_Topic)

# MessageBodyType.Item Property

[Missing <summary> documentation for "P:C2SimCommand.MessageBodyType.Item"]

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandBodyType Item { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemCommandBodyType^ Item {  SystemCommandBodyType^ get ();  void set (SystemCommandBodyType^ value); } |

|  |
| --- |
| F# |
| member Item : SystemCommandBodyType with get, set |

|  |
| --- |
| JavaScript |
| function get\_Item(); function set\_Item(value); |

#### Property Value

[SystemCommandBodyType](#_AC436C54_Topic)

## See Also

#### Reference

[MessageBodyType Class](#_FF4E7792_Topic)

[C2SimCommand Namespace](#_9BE33D20_Topic)

# SystemCommandBodyType Class

[Missing <summary> documentation for "T:C2SimCommand.SystemCommandBodyType"]

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public class SystemCommandBodyType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public ref class SystemCommandBodyType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandBodyType = class end |

|  |
| --- |
| JavaScript |
| C2SimCommand.SystemCommandBodyType = function();  Type.createClass(  'C2SimCommand.SystemCommandBodyType'); |

|  |  |
| --- | --- |
| **Inheritance** | [Object](https://learn.microsoft.com/dotnet/api/system.object) → SystemCommandBodyType |

## Constructors

|  |  |
| --- | --- |
| [SystemCommandBodyType](#_A980895F_Topic) | Initializes a new instance of the SystemCommandBodyType class |

## Properties

|  |  |
| --- | --- |
| [SessionStateCode](#_C6258CFA_Topic) |  |
| [SystemCommandTypeCode](#_CE8F4BEC_Topic) |  |

## Methods

|  |  |
| --- | --- |
| [Equals](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) | Determines whether the specified object is equal to the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [Finalize](https://learn.microsoft.com/dotnet/api/system.object.finalize#system-object-finalize) | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetHashCode](https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode) | Serves as the default hash function. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [GetType](https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype) | Gets the [Type](https://learn.microsoft.com/dotnet/api/system.type) of the current instance. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [MemberwiseClone](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone#system-object-memberwiseclone) | Creates a shallow copy of the current [Object](https://learn.microsoft.com/dotnet/api/system.object). (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |
| [ToString](https://learn.microsoft.com/dotnet/api/system.object.tostring#system-object-tostring) | Returns a string that represents the current object. (Inherited from [Object](https://learn.microsoft.com/dotnet/api/system.object)) |

## See Also

#### Reference

[C2SimCommand Namespace](#_9BE33D20_Topic)

# SystemCommandBodyType Constructor

Initializes a new instance of the [SystemCommandBodyType](#_AC436C54_Topic) class

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandBodyType() |

|  |
| --- |
| C++ |
| public: SystemCommandBodyType() |

|  |
| --- |
| F# |
| new : unit -> SystemCommandBodyType |

|  |
| --- |
| JavaScript |
| C2SimCommand.SystemCommandBodyType = function(); |

## See Also

#### Reference

[SystemCommandBodyType Class](#_AC436C54_Topic)

[C2SimCommand Namespace](#_9BE33D20_Topic)

# SystemCommandBodyType.SessionStateCode Property

[Missing <summary> documentation for "P:C2SimCommand.SystemCommandBodyType.SessionStateCode"]

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public string SessionStateCode { get; set; } |

|  |
| --- |
| C++ |
| public: property String^ SessionStateCode {  String^ get ();  void set (String^ value); } |

|  |
| --- |
| F# |
| member SessionStateCode : string with get, set |

|  |
| --- |
| JavaScript |
| function get\_SessionStateCode(); function set\_SessionStateCode(value); |

#### Property Value

[String](https://learn.microsoft.com/dotnet/api/system.string)

## See Also

#### Reference

[SystemCommandBodyType Class](#_AC436C54_Topic)

[C2SimCommand Namespace](#_9BE33D20_Topic)

# SystemCommandBodyType.SystemCommandTypeCode Property

[Missing <summary> documentation for "P:C2SimCommand.SystemCommandBodyType.SystemCommandTypeCode"]

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| public SystemCommandTypeCodeType SystemCommandTypeCode { get; set; } |

|  |
| --- |
| C++ |
| public: property SystemCommandTypeCodeType SystemCommandTypeCode {  SystemCommandTypeCodeType get ();  void set (SystemCommandTypeCodeType value); } |

|  |
| --- |
| F# |
| member SystemCommandTypeCode : SystemCommandTypeCodeType with get, set |

|  |
| --- |
| JavaScript |
| function get\_SystemCommandTypeCode(); function set\_SystemCommandTypeCode(value); |

#### Property Value

[SystemCommandTypeCodeType](#_3B0F049D_Topic)

## See Also

#### Reference

[SystemCommandBodyType Class](#_AC436C54_Topic)

[C2SimCommand Namespace](#_9BE33D20_Topic)

# SystemCommandTypeCodeType Enumeration

[Missing <summary> documentation for "T:C2SimCommand.SystemCommandTypeCodeType"]

## Definition

**Namespace:** [C2SimCommand](#_9BE33D20_Topic)  
**Assembly:** C2SIMSDK (in C2SIMSDK.dll) Version: 1.2.14+ca04eb2b720496dafc0f73c5db7e01d790117643

|  |
| --- |
| C# |
| [SerializableAttribute] public enum SystemCommandTypeCodeType |

|  |
| --- |
| C++ |
| [SerializableAttribute] public enum class SystemCommandTypeCodeType |

|  |
| --- |
| F# |
| [<SerializableAttribute>] type SystemCommandTypeCodeType |

|  |
| --- |
| JavaScript |
| C2SimCommand.SystemCommandTypeCodeType = function(); C2SimCommand.SystemCommandTypeCodeType.createEnum('C2SimCommand.SystemCommandTypeCodeType', false); |

## Members

|  |  |  |
| --- | --- | --- |
| InitializationComplete | 0 |  |
| ResetScenario | 1 |  |
| ShareScenario | 2 |  |
| StartScenario | 3 |  |
| StopScenario | 4 |  |
| SubmitInitialization | 5 |  |

## See Also

#### Reference

[C2SimCommand Namespace](#_9BE33D20_Topic)