

## StpSDK Namespace

### Classes

|   | <b>Class</b>                              | <b>Description</b>   |
|---|---|--|
|    | <a href="#">BaseFS</a>                    | Base class for all communication classes   |
|    | <a href="#">Coa</a>                       | Course of Action (COA)   |
|    | <a href="#">FiresFeatures</a>             | Task Fires features  |
|    | <a href="#">LatLon</a>                    | Latitude/Longitude (decimal degrees) coordinate  |
|    | <a href="#">Location</a>                  | Location   |
|    | <a href="#">MovementFeatures</a>          | Task movement features   |
|    | <a href="#">ObjectSet</a>                 | Container for mix of scenario objects - format currently used for storing STP metadata   |
|    | <a href="#">PlanningScenario</a>          | Scenario definition  |
|    | <a href="#">PoidObject</a>                | Umbrella object, that represents all STP objects with a unique id, i.e., STP metadata  |
|    | <a href="#">SpeechRecoItem</a>            | Recognition hypotheses / alternates  |
|   | <a href="#">SpeechRecoResult</a>          | Speech recognition results   |
|  | <a href="#">StpCommunicationException</a> | The exception thrown if there is an error connecting to the S2C2 agent system. The inner exception is set to the actual exception (if this was not thrown as the result of parameter validation) that caused the underlying error.         |
|  | <a href="#">StpException</a>              | The exception thrown if an error occurs as the result of passing in invalid arguments. The inner exception is set to the actual exception (if this was not thrown as the result of parameter validation) that caused the underlying error. |
|  | <a href="#">StpItem</a>                   | Common STP item root class   |
|  | <a href="#">StpOaaConnector</a>           | Communication with STP's native pubsub subsystem (the OAA-based Facilitator)   |
|  | <a href="#">StpRecognizer</a>             | Commands and events to interact with Sketch-Thru-Plan (STP)  |
|  | <a href="#">StpSymbol</a>                 | Military symbol  |
|  | <a href="#">StpSymbol.SIDC</a>            | SIDC symbol ID   |
|  | <a href="#">StpTask</a>                   | Military task  |
|  | <a href="#">StpTaskOrgRelationship</a>    | Task Org (TO) / ORBAT unit relationship  |
|  | <a href="#">StpTaskOrgUnit</a>            | Task Org (TO) / ORBAT Unit   |
|  | <a href="#">StpUndoableEditOp</a>         | STP edit operation   |
|  | <a href="#">SymbolCache(T)</a>            | Symbol repository  |

|   |   |
|---|---|
|  <a href="#">SymbolMapper(T)</a> | Maps STP ids (poids) to third-party ids                         |
|  <a href="#">TaskCache</a>       | Repository of current tasks                                     |
|  <a href="#">TaskOrgState</a>    | Task Org ORBAT state  |
|  <a href="#">TimingConstants</a> | Some common values for use with the SetSegmentationTimeout call |
|  <a href="#">Utility</a>         | Common utility methods  |

## Interfaces

| Interface   | Description   |
|---|---|
|  <a href="#">IAudioCapture</a>       | Audio capture required services                                     |
|  <a href="#">IAudioCaptureDevice</a> | Audio capture device interface                                      |
|  <a href="#">ICustomId</a>           | Interface representing third-party system unique ids                |
|  <a href="#">IRecoController</a>     | Speech recognition controller interface                             |
|  <a href="#">IRecoSymbol</a>         | Recognized symbol interface   |
|  <a href="#">ISpeechRecognizer</a>   | Speech recognizer required services                                 |
|  <a href="#">IStpConnector</a>       | Required communication connection services for interacting with STP |

## Delegates

| Delegate  | Description  |
|---|--|
|  <a href="#">AudioCaptureDataDelegate</a>            | Delegate for event representing an audio data  |
|  <a href="#">AudioCaptureEventDelegate</a>           | Delegate for event representing an audio event   |
|  <a href="#">AudioLevelDelegate</a>                  | Audio volume, ranging from 0.0 to 1.0  |
|  <a href="#">MicrophoneStateChangedDelegate</a>      | Delegate for handler invoked when the microphone state changes (muted - listening)       |
|  <a href="#">OnErrorDelegate</a>                     | Delegate for handler invoked when there is a recognition error                           |
|  <a href="#">OnRecognizedDelegate</a>                | Delegate for handler invoked whenever the recognizer has a complete phrase to return     |
|  <a href="#">OnRecognizingDelegate</a>               | Delegate for handler invoked whenever the recognizer has a partial recognition available |
|  <a href="#">OnSpeechStartPauseEndDelegate</a>       | Delegate for handler invoked whenever the recognizer detects start/end of speech         |
|  <a href="#">RecognitionErrorDelegate</a>            | Delegate for handler invoked on errors   |
|  <a href="#">SpeechRecognitionDelegate</a>           | Delegate for recognition results handler   |
|  <a href="#">SpeechStartPauseEndDetectedDelegate</a> | Delegate for handler invoked when speech start is detected                               |

|   |  |
|---|--|
|  <a href="#">StpCommunicationErrorDelegate</a>                 | The delegate that describes the function prototype for STP communication errors                                    |
|  <a href="#">StpInformDelegate</a>                             | The delegate that describes the function prototype for STP Inform events   |
|  <a href="#">StpRecognizer.CoaAddedDelegate</a>                | The delegate that describes the function prototype for added COAs  |
|  <a href="#">StpRecognizer.CoaSwitchDelegate</a>               | The delegate that describes the function prototype for COA switches  |
|  <a href="#">StpRecognizer.DataExportCompletedDelegate</a>     | The delegate that describes the function prototype for STP notification that a data export operation completed     |
|  <a href="#">StpRecognizer.InkRemovedDelegate</a>              | The delegate that describes the function prototype for the removal of ink  |
|  <a href="#">StpRecognizer.ListenDelegate</a>                  | The delegate that describes the function prototype for the "listen" event  |
|  <a href="#">StpRecognizer.LoadObjectsCompletedDelegate</a>    | The delegate that describes the function prototype for STP notification that all scenario objects have been loaded |
|  <a href="#">StpRecognizer.MapOperationDelegate</a>           | The delegate that describes the function prototype for map operations (zoom/pan)                                   |
|  <a href="#">StpRecognizer.PenDownUpDelegate</a>             | The delegate that describes the function prototype for pen down and up events                                      |
|  <a href="#">StpRecognizer.RoleSwitchDelegate</a>            | The delegate that describes the function prototype for role switches   |
|  <a href="#">StpRecognizer.ShutdownDelegate</a>              | The delegate that describes the function prototype for STP shutdown  |
|  <a href="#">StpRecognizer.SpeechRecognitionDelegate</a>     | The delegate that describes the function prototype for the recognition of speech                                   |
|  <a href="#">StpRecognizer.StpConnectionErrorDelegate</a>    | The delegate that describes the function prototype for STP connection error  |
|  <a href="#">StpRecognizer.StpMessageDelegate</a>            | Delegate for function to display STP-generated messages that may be of interest to the user                        |
|  <a href="#">StpRecognizer.SymbolAddedDelegate</a>           | The delegate that describes the function prototype for Symbol added events   |
|  <a href="#">StpRecognizer.SymbolAlternateChosenDelegate</a> | The delegate that describes the function prototype for a Symbol alternate being selected                           |
|  <a href="#">StpRecognizer.SymbolDeletedDelegate</a>         | The delegate that describes the function prototype for deleted symbols.  |

|   |   |
|---|---|
|  <a href="#">StpRecognizer.SymbolEditDelegate</a>                  | The delegate that describes the function prototype for Symbol edit operations   |
|  <a href="#">StpRecognizer.SymbolModifiedDelegate</a>              | The delegate that describes the function prototype for symbol update events   |
|  <a href="#">StpRecognizer.SymboReportDelegate</a>                 | The delegate that describes the function prototype for Symbols update reports   |
|  <a href="#">StpRecognizer.TaskAddeddDelegate</a>                  | The delegate that describes the function prototype for Task and its alternates  |
|  <a href="#">StpRecognizer.TaskDeletedDelegate</a>                 | The delegate that describes the function prototype for deleted Tasks  |
|  <a href="#">StpRecognizer.TaskModifiedDelegate</a>                | The delegate that describes the function prototype for Task updates   |
|  <a href="#">StpRecognizer.TaskOrgRelationshipAddeddDelegate</a>   | The delegate that describes the function prototype for Task Org relationship added events                                   |
|  <a href="#">StpRecognizer.TaskOrgRelationshipDeletedDelegate</a>  | The delegate that describes the function prototype for deleted Tasks Org relationships                                      |
|  <a href="#">StpRecognizer.TaskOrgRelationshipModifiedDelegate</a> | The delegate that describes the function prototype for Task org relationship updates  |
|  <a href="#">StpRecognizer.TaskOrgUnitAddeddDelegate</a>         | The delegate that describes the function prototype for Task Org unit added events   |
|  <a href="#">StpRecognizer.TaskOrgUnitDeletedDelegate</a>        | The delegate that describes the function prototype for deleted Tasks Org units  |
|  <a href="#">StpRecognizer.TaskOrgUnitModifiedDelegate</a>       | The delegate that describes the function prototype for Task org unit updates  |
|  <a href="#">StpRequestDelegate</a>                              | The delegate that describes the function prototype for STP Request events   |
|  <a href="#">SymbolCache(T).FocusedSymbolChangedDelegate</a>     | Delegate that describes the function prototype for symbol focus change event  |
|  <a href="#">SymbolCache(T).HasPendingItemsDelegate</a>          | Delegate that describes the function prototype for events representing non-committed / pending operations                   |
|  <a href="#">TaskCache.TasksChangedDelegate</a>                  | Delegate for events triggered whenever there is a change to the current task set  |
|  <a href="#">TaskCache.TasksConfirmedDelegate</a>                | Delegate for events triggered whenever there is a change to the confirmation status of a task                               |
|  <a href="#">TaskCache.TGChangedDelegate</a>                     | Delegate for events triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task |

|   |   |
|---|---|
|  <a href="#">TaskCache.UnitChangedDelegate</a> | Delegate for events triggered whenever there is a change to the current set of taskable units |
|---|---|

## Enumerations

| Enumeration   | Description                                   |
|---|---|
|  <a href="#">Affiliation</a>                     | Force affiliation 2525/APP6 D                 |
|  <a href="#">AffiliationAlpha</a>                | Force affiliation 2525/APP6 C                 |
|  <a href="#">CommandRelationship</a>             | Task Org (TO) / ORBAT unit relationship types |
|  <a href="#">Echelon</a>                         | Echelon affiliation 2525/APP6 D               |
|  <a href="#">EchelonAlpha</a>                    | Echelon affiliation 2525/APP6 C               |
|  <a href="#">Modifier</a>                        | Modifier affiliation 2525/APP6 D              |
|  <a href="#">ModifierAlpha</a>                   | Modifier affiliation 2525/APP6 C              |
|  <a href="#">Status</a>                          | Status affiliation 2525/APP6 D                |
|  <a href="#">StatusAlpha</a>                     | Status affiliation 2525/APP6 D                |
|  <a href="#">StpRecognizer.CoaAffiliation</a>    | Affiliation of a Course of Action             |
|  <a href="#">StpRecognizer.CoaPushType</a>      | Type of documents being pushed                |
|  <a href="#">StpRecognizer.StpMessageLevel</a> | STP message category                          |
|  <a href="#">StpSymbol.GeometryTypeEnum</a>    | Geometry type                                 |
|  <a href="#">StpSymbol.IconTypeEnum</a>        | Icon type                                     |
|  <a href="#">StpSymbol.SymbolStatusEnum</a>    | Symbol status                                 |
|  <a href="#">StpUndoableEditOpType</a>         | Edit operation type                           |
|  <a href="#">Strength</a>                      | Strength affiliation 2525/APP6 D              |
|  <a href="#">SymbolTypes</a>                   | Symbol types                                  |
|  <a href="#">TaskCache.Operation</a>           | Operation types                               |
|  <a href="#">TaskHow</a>                       | "How" component of a task                     |
|  <a href="#">TaskWhat</a>                      | "What" component of a task                    |
|  <a href="#">TaskWhy</a>                       | "Why" component of a task                     |

## Affiliation Enumeration

Force affiliation 2525/APP6 D

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum Affiliation
```

#### C++

```
public enum class Affiliation
```

### Members

| Member name          | Value | Description |
|----------------------|-------|-------------|
| <b>pending</b>       | 0     |             |
| <b>unknown</b>       | 1     |             |
| <b>assumedfriend</b> | 2     |             |
| <b>friend</b>        | 3     |             |
| <b>neutral</b>       | 4     |             |
| <b>suspected</b>     | 5     |             |
| <b>hostile</b>       | 6     |             |

### See Also

[StpSDK Namespace](#)

## AffiliationAlpha Enumeration

Force affiliation 2525/APP6 C

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum AffiliationAlpha
```

#### C++

```
public enum class AffiliationAlpha
```

### Members

| Member name          | Value | Description |
|----------------------|-------|-------------|
| <b>pending</b>       | 80    |             |
| <b>unknown</b>       | 85    |             |
| <b>assumedfriend</b> | 65    |             |
| <b>friend</b>        | 70    |             |
| <b>neutral</b>       | 78    |             |
| <b>suspected</b>     | 83    |             |
| <b>hostile</b>       | 72    |             |

### See Also

[StpSDK Namespace](#)

## AudioCaptureDataDelegate Delegate

Delegate for event representing an audio data

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void AudioCaptureDataDelegate(
    DateTime timestamp,
    short[] data = null
)
```

#### C++

```
public delegate void AudioCaptureDataDelegate(
    DateTime timestamp,
    array<short>^ data = nullptr
)
```

### Parameters

*timestamp*

Type: [System.DateTime](#)

*data* (Optional)

Type: [System.Int16\[\]](#)

### See Also

[StpSDK Namespace](#)

## AudioCaptureEventDelegate Delegate

Delegate for event representing an audio event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void AudioCaptureEventDelegate(
    DateTime timestamp,
    short[] data = null
)
```

#### C++

```
public delegate void AudioCaptureEventDelegate(
    DateTime timestamp,
    array<short>^ data = nullptr
)
```

### Parameters

*timestamp*

Type: [System.DateTime](#)

*data* (Optional)

Type: [System.Int16\[\]](#)

### See Also

[StpSDK Namespace](#)

## AudioLevelDelegate Delegate

Audio volume, ranging from 0.0 to 1.0

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void AudioLevelDelegate(
    double level
)
```

#### C++

```
public delegate void AudioLevelDelegate(
    double level
)
```

### Parameters

*level*

Type: [System.Double](#)

### See Also

[StpSDK Namespace](#)

## BaseFS Class

Base class for all communication classes

### Inheritance Hierarchy

[System.Object](#)

    StpSDK.BaseFS

[StpSDK.Coa](#)

[StpSDK.PlanningScenario](#)

[StpSDK.PoidObject](#)

[StpSDK.TaskOrgState](#)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class BaseFS : IPrologTerm
```

#### C++

```
public ref class BaseFS : IPrologTerm
```

The **BaseFS** type exposes the following members.

### Constructors

|   | Name                   | Description |
|---|------------------------|-------------|
|  | <a href="#">BaseFS</a> | Constructor |

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[StpSDK Namespace](#)

## BaseFS Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public BaseFS()
```

**C++**

```
public:  
BaseFS()
```

### See Also

[BaseFS Class](#)

[StpSDK Namespace](#)

## BaseFS.BaseFS Methods

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

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[BaseFS Class](#)

[StpSDK Namespace](#)

## Coa Class

Course of Action (COA)

### Inheritance Hierarchy

[System.Object](#)

[StpSDK.BaseFS](#)

StpSDK.Coa

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class Coa : BaseFS
```

#### C++

```
public ref class Coa : public BaseFS
```

The **Coa** type exposes the following members.

### Constructors

|   | Name                | Description |
|---|---------------------|-------------|
|  | <a href="#">Coa</a> | Constructor |

### Properties

|   | Name                         | Description                             |
|---|------------------------------|---|
|  | <a href="#">CreatorRole</a>  | Creator role                            |
|  | <a href="#">Name</a>         | COA name                                |
|  | <a href="#">Poid</a>         | Unique identifier                       |
|  | <a href="#">TaskOrgState</a> | State of the associated Task Org/ ORBAT |
|  | <a href="#">Type</a>         | Type: "friendly", "hostile"             |

## Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

## See Also

[StpSDK Namespace](#)

## Coa Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Coa()
```

#### C++

```
public:  
Coa()
```

### See Also

[Coa Class](#)

[StpSDK Namespace](#)

## Coa.Coa Properties

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

### Properties

|   | <b>Name</b>                  | <b>Description</b>                      |
|---|------------------------------|---|
|  | <a href="#">CreatorRole</a>  | Creator role                            |
|  | <a href="#">Name</a>         | COA name                                |
|  | <a href="#">Poid</a>         | Unique identifier                       |
|  | <a href="#">TaskOrgState</a> | State of the associated Task Org/ ORBAT |
|  | <a href="#">Type</a>         | Type: "friendly", "hostile"             |

### See Also

[Coa Class](#)

[StpSDK Namespace](#)

## Coa.CreatorRole Property

Creator role

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string CreatorRole { get; set; }
```

#### C++

```
public:  
property String^ CreatorRole {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[Coa Class](#)

[StpSDK Namespace](#)

## Coa.Name Property

COA name

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Name { get; set; }
```

#### C++

```
public:  
property String^ Name {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[Coa Class](#)

[StpSDK Namespace](#)

## Coa.Poid Property

Unique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Poid { get; set; }
```

#### C++

```
public:  
property String^ Poid {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[Coa Class](#)

[StpSDK Namespace](#)

## Coa.TaskOrgState Property

State of the associated Task Org/ ORBAT

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public TaskOrgState TaskOrgState { get; set; }
```

#### C++

```
public:  
property TaskOrgState^ TaskOrgState {  
    TaskOrgState^ get();  
    void set (TaskOrgState^ value);  
}
```

*Property Value*

Type: [TaskOrgState](#)

### See Also

[Coa Class](#)

[StpSDK Namespace](#)

## Coa.Type Property

Type: "friendly", "hostile"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property String^ Type {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

[See Also](#)

[Coa Class](#)

[StpSDK Namespace](#)

## Coa.Coa Methods

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

### Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

### See Also

[Coa Class](#)

[StpSDK Namespace](#)

## CommandRelationship Enumeration

Task Org (TO) / ORBAT unit relationship types

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum CommandRelationship
```

#### C++

```
public enum class CommandRelationship
```

### Members

|  | <b>Member name</b> | <b>Value</b> | <b>Description</b>          |
|--|--------------------|--------------|-----------------------------|
|  | <b>none</b>        | 0            | None                        |
|  | <b>organic</b>     | 1            | Organic                     |
|  | <b>attached</b>    | 2            | Attached                    |
|  | <b>assigned</b>    | 3            | Assigned                    |
|  | <b>adcon</b>       | 4            | ADCON                       |
|  | <b>opcon</b>       | 5            | OPCON                       |
|  | <b>tacon</b>       | 6            | TACON                       |
|  | <b>ds</b>          | 7            | Direct Support              |
|  | <b>r</b>           | 8            | Reinforcing                 |
|  | <b>gsr</b>         | 9            | General Support Reinforcing |
|  | <b>gs</b>          | 10           | General Support             |

### See Also

[StpSDK Namespace](#)

## Echelon Enumeration

Echelon affiliation 2525/APP6 D

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum Echelon
```

#### C++

```
public enum class Echelon
```

### Members

| Member name      | Value | Description |
|------------------|-------|-------------|
| <b>none</b>      | 0     |             |
| <b>team</b>      | 11    |             |
| <b>squad</b>     | 12    |             |
| <b>section</b>   | 13    |             |
| <b>platoon</b>   | 14    |             |
| <b>company</b>   | 15    |             |
| <b>battalion</b> | 16    |             |
| <b>regiment</b>  | 17    |             |
| <b>brigade</b>   | 18    |             |
| <b>division</b>  | 21    |             |
| <b>corps</b>     | 22    |             |
| <b>army</b>      | 23    |             |
| <b>armygroup</b> | 24    |             |
| <b>region</b>    | 25    |             |
| <b>command</b>   | 26    |             |

### See Also

[StpSDK Namespace](#)

## EchelonAlpha Enumeration

Echelon affiliation 2525/APP6 C

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum EchelonAlpha
```

#### C++

```
public enum class EchelonAlpha
```

### Members

| Member name      | Value | Description |
|------------------|-------|-------------|
| <b>none</b>      | 0     |             |
| <b>team</b>      | 65    |             |
| <b>squad</b>     | 66    |             |
| <b>section</b>   | 67    |             |
| <b>platoon</b>   | 68    |             |
| <b>company</b>   | 69    |             |
| <b>battalion</b> | 70    |             |
| <b>regiment</b>  | 71    |             |
| <b>brigade</b>   | 72    |             |
| <b>division</b>  | 73    |             |
| <b>corps</b>     | 74    |             |
| <b>army</b>      | 75    |             |
| <b>armygroup</b> | 76    |             |
| <b>region</b>    | 77    |             |
| <b>command</b>   | 78    |             |

### See Also

[StpSDK Namespace](#)

## FiresFeatures Class

Task Fires features

Inheritance Hierarchy

[System.Object](#)

StpSDK.FiresFeatures

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class FiresFeatures : IPrologTerm
```

#### C++

```
public ref class FiresFeatures : IPrologTerm
```

The **FiresFeatures** type exposes the following members.

### Constructors

|   | Name                          | Description |
|---|-------------------------------|-------------|
|  | <a href="#">FiresFeatures</a> | Constructor |

### Properties

|   | Name                   | Description |
|---|------------------------|-------------|
|  | <a href="#">fsTYPE</a> | Object type |

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[StpSDK Namespace](#)

## FiresFeatures Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public FiresFeatures()
```

**C++**

```
public:  
FiresFeatures()
```

### See Also

[FiresFeatures Class](#)

[StpSDK Namespace](#)

## FiresFeatures.FiresFeatures Properties

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

### Properties

|   | Name                   | Description |
|---|------------------------|-------------|
|  | <a href="#">fsTYPE</a> | Object type |

### See Also

[FiresFeatures Class](#)

[StpSDK Namespace](#)

## FiresFeatures.fsTYPE Property

Object type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string fsTYPE { get; set; }
```

#### C++

```
public:  
property String^ fsTYPE {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[FiresFeatures Class](#)

[StpSDK Namespace](#)

## FiresFeatures.FiresFeatures Methods

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

### Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

### See Also

[FiresFeatures Class](#)

[StpSDK Namespace](#)

## IAudioCapture Interface

Audio capture required services

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public interface IAudioCapture : IAudioCaptureDevice
```

#### C++

```
public interface class IAudioCapture : IAudioCaptureDevice
```

The **IAudioCapture** type exposes the following members.

### Properties

|   | Name                     | Description  |
|---|--------------------------|--|
|  | <a href="#">DeviceId</a> | Device Id (Inherited from <a href="#">IAudioCaptureDevice</a> .) |

### Methods

|   | Name                    | Description                          |
|---|-------------------------|--------------------------------------|
|  | <a href="#">Dispose</a> | Dispose                              |
|  | <a href="#">Start</a>   | Start capturing and processing audio |
|  | <a href="#">Stop</a>    | Stop capturing audio                 |

### Events

|   | Name                                  | Description   |
|---|---------------------------------------|---|
|  | <a href="#">AudioLevel</a>            | Event handler for audio level / volume  |
|  | <a href="#">MicrophoneStateChange</a> | Event handler invoked when the microphone state changes (muted<>listening)                    |
|  | <a href="#">Silence</a>               | Captured data classified as silence   |
|  | <a href="#">SpeechData</a>            | Captured data classified as Speech  |
|  | <a href="#">SpeechEnd</a>             | End of speech detected (short silence after speech)   |
|  | <a href="#">SpeechPause</a>           | Silence after speech detected, within the timeout that causes speech to be declared completed |
|  | <a href="#">SpeechResume</a>          | Speaking after a pause  |
|  | <a href="#">SpeechStart</a>           | Speech start detected   |
|  | <a href="#">StraightAudioData</a>     | Captured data, outside of any speech/silence classification                                   |

**See Also**

[StpSDK Namespace](#)

## IAudioCapture.IAudioCapture Properties

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

### Properties

|   | Name                     | Description  |
|---|--------------------------|--|
|  | <a href="#">DeviceId</a> | Device Id (Inherited from <a href="#">IAudioCaptureDevice</a> .) |

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.IAudioCapture Methods

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

### Methods

|   | Name                    | Description                          |
|---|-------------------------|--------------------------------------|
|  | <a href="#">Dispose</a> | Dispose                              |
|  | <a href="#">Start</a>   | Start capturing and processing audio |
|  | <a href="#">Stop</a>    | Stop capturing audio                 |

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.Dispose Method

Dispose

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
void Dispose()
```

C++

```
void Dispose()
```

See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.Start Method

Start capturing and processing audio

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
void Start()
```

#### C++

```
void Start()
```

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.Stop Method

Stop capturing audio

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
void Stop()
```

#### C++

```
void Stop()
```

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.IAudioCapture Events

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

### Events

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">AudioLevel</a>            | Event handler for audio level / volume  |             |
|  <a href="#">MicrophoneStateChange</a> | Event handler invoked when the microphone state changes (muted<>listening)                    |             |
|  <a href="#">Silence</a>               | Captured data classified as silence   |             |
|  <a href="#">SpeechData</a>            | Captured data classified as Speech  |             |
|  <a href="#">SpeechEnd</a>             | End of speech detected (short silence after speech)   |             |
|  <a href="#">SpeechPause</a>           | Silence after speech detected, within the timeout that causes speech to be declared completed |             |
|  <a href="#">SpeechResume</a>          | Speaking after a pause  |             |
|  <a href="#">SpeechStart</a>           | Speech start detected   |             |
|  <a href="#">StraightAudioData</a>     | Captured data, outside of any speech/silence classification                                   |             |

### See Also

[IAudioCapture Interface](#)

[SptSDK Namespace](#)

## IAudioCapture.AudioLevel Event

Event handler for audio level / volume

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioLevelDelegate AudioLevel
```

#### C++

```
event AudioLevelDelegate^ AudioLevel {
    void add (AudioLevelDelegate^ value);
    void remove (AudioLevelDelegate^ value);
}
```

*Value*

Type: [StpSDK.AudioLevelDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.MicrophoneStateChange Event

Event handler invoked when the microphone state changes (muted<>listening)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event MicrophoneStateChangedDelegate MicrophoneStateChange
```

#### C++

```
event MicrophoneStateChangedDelegate^ MicrophoneStateChange {
    void add (MicrophoneStateChangedDelegate^ value);
    void remove (MicrophoneStateChangedDelegate^ value);
}
```

*Value*

Type: [StpSDK.MicrophoneStateChangedDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.Silence Event

Captured data classified as silence

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioCaptureDataDelegate Silence
```

#### C++

```
event AudioCaptureDataDelegate^ Silence {
    void add (AudioCaptureDataDelegate^ value);
    void remove (AudioCaptureDataDelegate^ value);
}
```

*Value*

Type: [StpSDK.AudioCaptureDataDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.SpeechData Event

Captured data classified as Speech

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioCaptureDataDelegate SpeechData
```

#### C++

```
event AudioCaptureDataDelegate^ SpeechData {  
    void add (AudioCaptureDataDelegate^ value);  
    void remove (AudioCaptureDataDelegate^ value);  
}
```

*Value*

Type: [StpSDK.AudioCaptureDataDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.SpeechEnd Event

End of speech detected (short silence after speech)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioCaptureEventDelegate SpeechEnd
```

#### C++

```
event AudioCaptureEventDelegate^ SpeechEnd {  
    void add (AudioCaptureEventDelegate^ value);  
    void remove (AudioCaptureEventDelegate^ value);  
}
```

*Value*

Type: [StpSDK.AudioCaptureEventDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.SpeechPause Event

Silence after speech detected, within the timeout that causes speech to be declared completed

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioCaptureEventDelegate SpeechPause
```

#### C++

```
event AudioCaptureEventDelegate^ SpeechPause {  
    void add (AudioCaptureEventDelegate^ value);  
    void remove (AudioCaptureEventDelegate^ value);  
}
```

*Value*

Type: [StpSDK.AudioCaptureEventDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.SpeechResume Event

Speaking after a pause

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioCaptureEventDelegate SpeechResume
```

#### C++

```
event AudioCaptureEventDelegate^ SpeechResume {
    void add (AudioCaptureEventDelegate^ value);
    void remove (AudioCaptureEventDelegate^ value);
}
```

*Value*

Type: [StpSDK.AudioCaptureEventDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.SpeechStart Event

Speech start detected

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioCaptureEventDelegate SpeechStart
```

#### C++

```
event AudioCaptureEventDelegate^ SpeechStart {  
    void add (AudioCaptureEventDelegate^ value);  
    void remove (AudioCaptureEventDelegate^ value);  
}
```

*Value*

Type: [StpSDK.AudioCaptureEventDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCapture.StraightAudioData Event

Captured data, outside of any speech/silence classification

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event AudioCaptureDataDelegate StraightAudioData
```

#### C++

```
event AudioCaptureDataDelegate^ StraightAudioData {  
    void add (AudioCaptureDataDelegate^ value);  
    void remove (AudioCaptureDataDelegate^ value);  
}
```

*Value*

Type: [StpSDK.AudioCaptureDataDelegate](#)

### See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

## IAudioCaptureDevice Interface

Audio capture device interface

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public interface IAudioCaptureDevice
```

#### C++

```
public interface class IAudioCaptureDevice
```

The **IAudioCaptureDevice** type exposes the following members.

### Properties

|   | Name                     | Description |
|---|--------------------------|-------------|
|  | <a href="#">DeviceId</a> | Device Id   |

### See Also

[StpSDK Namespace](#)

## IAudioCaptureDevice.IAudioCaptureDevice Properties

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

### Properties

|   | Name                     | Description |
|---|--------------------------|-------------|
|  | <a href="#">DeviceId</a> | Device Id   |

### See Also

[IAudioCaptureDevice Interface](#)

[StpSDK Namespace](#)

## IAudioCaptureDevice.DeviceId Property

Device Id

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string DeviceId { get; }
```

#### C++

```
property String^ DeviceId {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IAudioCaptureDevice Interface](#)

[StpSDK Namespace](#)

## ICustomId Interface

Interface representing third-party system unique ids

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public interface ICustomId
```

#### C++

```
public interface class ICustomId
```

The **ICustomId** type exposes the following members.

### Properties

|   | Name                     | Description                               |
|---|--------------------------|---|
|  | <a href="#">IsNotSet</a> | Unset id - indicates a non-valid/empty id |

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---------------|
|  | <a href="#">Equals</a>      | Equality test |
|  | <a href="#">GetHashCode</a> | Get hash code |

### See Also

[StpSDK Namespace](#)

## **ICustomerId.ICustomerId Properties**

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

### Properties

|   | <b>Name</b>                     | <b>Description</b>                        |
|---|---------------------------------|---|
|  | <a href="#"><u>IsNotSet</u></a> | Unset id - indicates a non-valid/empty id |

### See Also

[ICustomerId Interface](#)

[StpSDK Namespace](#)

## ICustomId.IsNotSet Property

Unset id - indicates a non-valid/empty id

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
bool IsNotSet { get; }
```

#### C++

```
property bool IsNotSet {
    bool get ();
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[ICustomId Interface](#)

[StpSDK Namespace](#)

## [ICustomId](#).[ICustomId](#) Methods

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

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---------------|
|  | <a href="#">Equals</a>      | Equality test |
|  | <a href="#">GetHashCode</a> | Get hash code |

### See Also

[ICustomId Interface](#)

[StpSDK Namespace](#)

## ICustomId.Equals Method

Equality test

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
bool Equals(  
    Object o  
)
```

#### C++

```
bool Equals(  
    Object^ o  
)
```

### Parameters

*o*

Type: [System.Object](#)

*Return Value*

Type: [Boolean](#)

### See Also

[ICustomId Interface](#)

[StpSDK Namespace](#)

## [ICustomId](#).GetHashCode Method

Get hash code

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
int GetHashCode()
```

#### C++

```
int GetHashCode()
```

*Return Value*

Type: [Int32](#)

### See Also

[ICustomId Interface](#)

[StpSDK Namespace](#)

## IRecoController Interface

Speech recognition controller interface

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public interface IRecoController
```

#### C++

```
public interface class IRecoController
```

The **IRecoController** type exposes the following members.

### Methods

|   | Name                        | Description                                     |
|---|-----------------------------|---|
| ≡ | <a href="#">Dispose</a>     | Dispose   |
| ≡ | <a href="#">RequestStop</a> | Set recognition to stop once the user is silent |
| ≡ | <a href="#">Start</a>       | Start capturing and recognizing audio           |

### Events

|   | Name                                 | Description  |
|---|--------------------------------------|--|
| ⚡ | <a href="#">RecognitionError</a>     | Event invoked when an error needs to be communicated to clients  |
| ⚡ | <a href="#">Recognized</a>           | Event triggered when recognition has been stable for a few cycles  |
| ⚡ | <a href="#">Recognizing</a>          | Event triggered when new evolving hypotheses are detected during ongoing reco This is an expensive operation, as intermediate transcriptions need to be produced |
| ⚡ | <a href="#">SpeechEndDetected</a>    | Event triggered at the end of speech (after a small time has elapsed)  |
| ⚡ | <a href="#">SpeechPauseDetected</a>  | Event triggered when speech start is detected  |
| ⚡ | <a href="#">SpeechResumeDetected</a> | Event triggered when speech is detected after a pause  |
| ⚡ | <a href="#">SpeechStartDetected</a>  | Event triggered when speech start is detected  |

### See Also

[StpSDK Namespace](#)

## IRecoController.IRecoController Methods

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

### Methods

|   | Name                        | Description                                     |
|---|-----------------------------|---|
|  | <a href="#">Dispose</a>     | Dispose   |
|  | <a href="#">RequestStop</a> | Set recognition to stop once the user is silent |
|  | <a href="#">Start</a>       | Start capturing and recognizing audio           |

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.Dispose Method

Dispose

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
void Dispose()
```

C++

```
void Dispose()
```

See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.RequestStop Method

Set recognition to stop once the user is silent

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
Task RequestStop()
```

#### C++

```
Task^ RequestStop()
```

*Return Value*

Type: [Task](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.Start Method

Start capturing and recognizing audio

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
void Start()
```

#### C++

```
void Start()
```

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.IRecoController Events

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

### Events

|  | Name   | Description |
|--|--|-------------|
|  <a href="#">RecognitionError</a>     | Event invoked when an error needs to be communicated to clients  |             |
|  <a href="#">Recognized</a>           | Event triggered when recognition has been stable for a few cycles  |             |
|  <a href="#">Recognizing</a>          | Event triggered when new evolving hypotheses are detected during ongoing reco This is an expensive operation, as intermediate transcriptions need to be produced |             |
|  <a href="#">SpeechEndDetected</a>    | Event triggered at the end of speech (after a small time has elapsed)  |             |
|  <a href="#">SpeechPauseDetected</a>  | Event triggered when speech start is detected  |             |
|  <a href="#">SpeechResumeDetected</a> | Event triggered when speech is detected after a pause  |             |
|  <a href="#">SpeechStartDetected</a>  | Event triggered when speech start is detected  |             |

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.RecognitionError Event

Event invoked when an error needs to be communicated to clients

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event RecognitionErrorDelegate RecognitionError
```

#### C++

```
event RecognitionErrorDelegate^ RecognitionError {
    void add (RecognitionErrorDelegate^ value);
    void remove (RecognitionErrorDelegate^ value);
}
```

*Value*

Type: [StpSDK.RecognitionErrorDelegate](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.Recognized Event

Event triggered when recognition has been stable for a few cycles

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event SpeechRecognitionDelegate Recognized
```

#### C++

```
event SpeechRecognitionDelegate^ Recognized {  
    void add (SpeechRecognitionDelegate^ value);  
    void remove (SpeechRecognitionDelegate^ value);  
}
```

*Value*

Type: [StpSDK.SpeechRecognitionDelegate](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.Recognizing Event

Event triggered when new evolving hypotheses are detected during ongoing reco This is an expensive operation, as intermediate transcriptions need to be produced

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event SpeechRecognitionDelegate Recognizing
```

#### C++

```
event SpeechRecognitionDelegate^ Recognizing {
    void add (SpeechRecognitionDelegate^ value);
    void remove (SpeechRecognitionDelegate^ value);
}
```

*Value*

Type: [StpSDK.SpeechRecognitionDelegate](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.SpeechEndDetected Event

Event triggered at the end of speech (after a small time has elapsed)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event SpeechStartPauseEndDetectedDelegate SpeechEndDetected
```

#### C++

```
event SpeechStartPauseEndDetectedDelegate^ SpeechEndDetected {
    void add (SpeechStartPauseEndDetectedDelegate^ value);
    void remove (SpeechStartPauseEndDetectedDelegate^ value);
}
```

#### Value

Type: [StpSDK.SpeechStartPauseEndDetectedDelegate](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.SpeechPauseDetected Event

Event triggered when speech start is detected

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event SpeechStartPauseEndDetectedDelegate SpeechPauseDetected
```

#### C++

```
event SpeechStartPauseEndDetectedDelegate^ SpeechPauseDetected {
    void add (SpeechStartPauseEndDetectedDelegate^ value);
    void remove (SpeechStartPauseEndDetectedDelegate^ value);
}
```

#### Value

Type: [StpSDK.SpeechStartPauseEndDetectedDelegate](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.SpeechResumeDetected Event

Event triggered when speech is detected after a pause

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event SpeechStartPauseEndDetectedDelegate SpeechResumeDetected
```

#### C++

```
event SpeechStartPauseEndDetectedDelegate^ SpeechResumeDetected {
    void add (SpeechStartPauseEndDetectedDelegate^ value);
    void remove (SpeechStartPauseEndDetectedDelegate^ value);
}
```

*Value*

Type: [StpSDK.SpeechStartPauseEndDetectedDelegate](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoController.SpeechStartDetected Event

Event triggered when speech start is detected

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event SpeechStartPauseEndDetectedDelegate SpeechStartDetected
```

#### C++

```
event SpeechStartPauseEndDetectedDelegate^ SpeechStartDetected {
    void add (SpeechStartPauseEndDetectedDelegate^ value);
    void remove (SpeechStartPauseEndDetectedDelegate^ value);
}
```

#### Value

Type: [StpSDK.SpeechStartPauseEndDetectedDelegate](#)

### See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol Interface

Recognized symbol interface

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public interface IRecoSymbol
```

#### C++

```
public interface class IRecoSymbol
```

The **IRecoSymbol** type exposes the following members.

### Properties

|  | Name                                 | Description  |
|--|--------------------------------------|--|
|  | <a href="#">Description</a>          | Description of the symbol with no designators, e.g. Armored Infantry Company                     |
|  | <a href="#">DesigPlusDescription</a> | Designators prefixed to Description  |
|  | <a href="#">FullDescription</a>      | Full description, including affiliation, unit type, and unit designator, echelon, etc            |
|  | <a href="#">Order</a>                | Rank / Order   |
|  | <a href="#">ParentCoa</a>            | Parent COA unique id   |
|  | <a href="#">Poid</a>                 | Unique identifier  |
|  | <a href="#">ShortDescription</a>     | Short description: either just the DesignatorDescription, or if not designators, the Description |
|  | <a href="#">Type</a>                 | Symbol type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit"     |

### Methods

|  | Name                   | Description   |
|--|------------------------|---------------|
|  | <a href="#">Equals</a> | Equality test |

### See Also

[StpSDK Namespace](#)

## IRecoSymbol.IRecoSymbol Properties

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

### Properties

|   | <b>Name</b>                          | <b>Description</b>   |
|---|--------------------------------------|--|
|    | <a href="#">Description</a>          | Description of the symbol with no designators, e.g. Armored Infantry Company                     |
|    | <a href="#">DesigPlusDescription</a> | Designators prefixed to Description  |
|    | <a href="#">FullDescription</a>      | Full description, including affiliation, unit type, and unit designator, echelon, etc            |
|    | <a href="#">Order</a>                | Rank / Order   |
|    | <a href="#">ParentCoa</a>            | Parent COA unique id   |
|    | <a href="#">Poid</a>                 | Unique identifier  |
|    | <a href="#">ShortDescription</a>     | Short description: either just the DesignatorDescription, or if not designators, the Description |
|  | <a href="#">Type</a>                 | Symbol type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit"     |

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.Description Property

Description of the symbol with no designators, e.g. Armored Infantry Company

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string Description { get; }
```

#### C++

```
property String^ Description {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.DesigPlusDescription Property

Designators prefixed to Description

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string DesigPlusDescription { get; }
```

#### C++

```
property String^ DesigPlusDescription {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.FullDescription Property

Full description, including affiliation, unit type, and unit designator, echelon, etc

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string FullDescription { get; }
```

#### C++

```
property String^ FullDescription {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.Order Property

Rank / Order

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
int Order { get; set; }
```

#### C++

```
property int Order {
    int get ();
    void set (int value);
}
```

*Property Value*

Type: [Int32](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.ParentCoa Property

Parent COA unique id

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string ParentCoa { get; }
```

#### C++

```
property String^ ParentCoa {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.Poid Property

Unique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string Poid { get; set; }
```

#### C++

```
property String^ Poid {
    String^ get ();
    void set (String^ value);
}
```

*Property Value*

Type: [String](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.ShortDescription Property

Short description: either just the DesignatorDescription, or if not designators, the Description

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string ShortDescription { get; }
```

#### C++

```
property String^ ShortDescription {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.Type Property

Symbol type: "unit", "mootw", "tg", "task", "task\_org\_unit", "task\_org\_relationship", "edit"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string Type { get; }
```

#### C++

```
property String^ Type {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.IRecoSymbol Methods

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

### Methods

|   | Name                   | Description   |
|---|------------------------|---------------|
|  | <a href="#">Equals</a> | Equality test |

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## IRecoSymbol.Equals Method

Equality test

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
bool Equals(  
    Object o  
)
```

#### C++

```
bool Equals(  
    Object^ o  
)
```

### Parameters

*o*

Type: [System.Object](#)

*Return Value*

Type: [Boolean](#)

### See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer Interface

Speech recognizer required services

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public interface ISpeechRecognizer
```

#### C++

```
public interface class ISpeechRecognizer
```

The **ISpeechRecognizer** type exposes the following members.

### Methods

|   | Name                                      | Description   |
|---|---|---|
| 🔊 | <a href="#">RecognizeOnceUntilStop</a>    | Activate the microphone and attempt to recognize speech in the next few seconds Ideally, the recognition would include 2s of audio _before_ the call, drawing from some buffer  |
| 🔊 | <a href="#">RecognizeOnceUntilTimeout</a> | Activate the microphone and attempt to recognize speech, listening until an utterance is completed, or Stop() is called to signal the end of the extended listening period Ideally, the recognition would include 2s of audio _before_ the call, drawing from some buffer |
| 🔊 | <a href="#">RequestRecognitionStop</a>    | Stop the recognition process. Is normally called at the end of a sketch action  |

### Events

|   | Name                          | Description   |
|---|-------------------------------|---|
| ⚡ | <a href="#">OnError</a>       | Event handler invoked when there is a recognition error                           |
| ⚡ | <a href="#">OnRecognized</a>  | Event handler invoked whenever the recognizer has a complete phrase to return     |
| ⚡ | <a href="#">OnRecognizing</a> | Event handler invoked whenever the recognizer has a partial recognition available |
| ⚡ | <a href="#">OnSpeechEnd</a>   | Event triggered at the end of speech (after a small time has elapsed)             |
| ⚡ | <a href="#">OnSpeechStart</a> | Event triggered when speech start is detected                                     |

### See Also

[StpSDK Namespace](#)

## ISpeechRecognizer.ISpeechRecognizer Methods

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

### Methods

| Name  | Description   |
|---|---|
|  <a href="#">RecognizeOnceUntilStop</a>    | Activate the microphone and attempt to recognize speech in the next few seconds Ideally, the recognition would include 2s of audio _before_ the call, drawing from some buffer  |
|  <a href="#">RecognizeOnceUntilTimeout</a> | Activate the microphone and attempt to recognize speech, listening until an utterance is completed, or Stop() is called to signal the end of the extended listening period Ideally, the recognition would include 2s of audio _before_ the call, drawing from some buffer |
|  <a href="#">RequestRecognitionStop</a>    | Stop the recognition process. Is normally called at the end of a sketch action  |

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.RecognizeOnceUntilStop Method

Activate the microphone and attempt to recognize speech in the next few seconds Ideally, the recognition would include 2s of audio \_before\_ the call, drawing from some buffer

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
Task<SpeechRecoResult> RecognizeOnceUntilStop(
    IAudioCapture audioCapture
)
```

#### C++

```
Task<SpeechRecoResult^>^ RecognizeOnceUntilStop(
    IAudioCapture^ audioCapture
)
```

#### Parameters

*audioCapture*

Type: [StpSDK.IAudioCapture](#)

#### Return Value

Type: [Task\(SpeechRecoResult\)](#)

Recognized items/hypotheses, or null if nothing was recognized

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.RecognizeOnceUntilTimeout Method

Activate the microphone and attempt to recognize speech, listening until an utterance is completed, or Stop() is called to signal the end of the extended listening period Ideally, the recognition would include 2s of audio \_before\_ the call, drawing from some buffer

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
Task<SpeechRecoResult> RecognizeOnceUntilTimeout (
    IAudioCapture audioCapture
)
```

#### C++

```
Task<SpeechRecoResult^>^ RecognizeOnceUntilTimeout(
    IAudioCapture^ audioCapture
)
```

### Parameters

*audioCapture*

Type: [StpSDK.IAudioCapture](#)

### Return Value

Type: [Task\(SpeechRecoResult\)](#)

Recognized items/hypotheses, or null if nothing was recognized

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.RequestRecognitionStop Method

Stop the recognition process. Is normally called at the end of a sketch action

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
void RequestRecognitionStop(  
    int wait = 0  
)
```

#### C++

```
void RequestRecognitionStop(  
    int wait = 0  
)
```

### Parameters

*wait* (Optional)

Type: [System.Int32](#)

Time in milliseconds to wait before stopping recognition

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## [ISpeechRecognizer](#).[ISpeechRecognizer](#) Events

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

### Events

|   | Name | Description   |
|---|------|---|
|  <a href="#">OnError</a>       |      | Event handler invoked when there is a recognition error                           |
|  <a href="#">OnRecognized</a>  |      | Event handler invoked whenever the recognizer has a complete phrase to return     |
|  <a href="#">OnRecognizing</a> |      | Event handler invoked whenever the recognizer has a partial recognition available |
|  <a href="#">OnSpeechEnd</a>   |      | Event triggered at the end of speech (after a small time has elapsed)             |
|  <a href="#">OnSpeechStart</a> |      | Event triggered when speech start is detected                                     |

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.OnError Event

Event handler invoked when there is a recognition error

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event OnErrorDelegate OnError
```

#### C++

```
event OnErrorDelegate^ OnError {
    void add (OnErrorDelegate^ value);
    void remove (OnErrorDelegate^ value);
}
```

*Value*

Type: [StpSDK.OnErrorDelegate](#)

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.OnRecognized Event

Event handler invoked whenever the recognizer has a complete phrase to return

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event OnRecognizedDelegate OnRecognized
```

#### C++

```
event OnRecognizedDelegate^ OnRecognized {  
    void add (OnRecognizedDelegate^ value);  
    void remove (OnRecognizedDelegate^ value);  
}
```

*Value*

Type: [StpSDK.OnRecognizedDelegate](#)

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.OnRecognizing Event

Event handler invoked whenever the recognizer has a partial recognition available

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event OnRecognizingDelegate OnRecognizing
```

#### C++

```
event OnRecognizingDelegate^ OnRecognizing {
    void add (OnRecognizingDelegate^ value);
    void remove (OnRecognizingDelegate^ value);
}
```

*Value*

Type: [StpSDK.OnRecognizingDelegate](#)

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.OnSpeechEnd Event

Event triggered at the end of speech (after a small time has elapsed)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event OnSpeechStartPauseEndDelegate OnSpeechEnd
```

#### C++

```
event OnSpeechStartPauseEndDelegate^ OnSpeechEnd {  
    void add (OnSpeechStartPauseEndDelegate^ value);  
    void remove (OnSpeechStartPauseEndDelegate^ value);  
}
```

*Value*

Type: [StpSDK.OnSpeechStartPauseEndDelegate](#)

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## ISpeechRecognizer.OnSpeechStart Event

Event triggered when speech start is detected

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event OnSpeechStartPauseEndDelegate OnSpeechStart
```

#### C++

```
event OnSpeechStartPauseEndDelegate^ OnSpeechStart {
    void add (OnSpeechStartPauseEndDelegate^ value);
    void remove (OnSpeechStartPauseEndDelegate^ value);
}
```

*Value*

Type: [StpSDK.OnSpeechStartPauseEndDelegate](#)

### See Also

[ISpeechRecognizer Interface](#)

[StpSDK Namespace](#)

## IStpConnector Interface

Required communication connection services for interacting with STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public interface IStpConnector
```

#### C++

```
public interface class IStpConnector
```

The **IStpConnector** type exposes the following members.

### Properties

|  | Name                      | Description   |
|--|---------------------------|---|
|  | <a href="#">Auth</a>      | Service identifier (or "Author")  |
|  | <a href="#">BaseName</a>  | Service generic name  |
|  | <a href="#">Connected</a> | Connection status   |
|  | <a href="#">Name</a>      | Service unique name (includes machine id to distinguish from instances running in other machines) |

### Methods

|  | Name                       | Description  |
|--|----------------------------|--|
|  | <a href="#">Connect</a>    | Connect to STP   |
|  | <a href="#">Disconnect</a> | Disconnects from STP   |
|  | <a href="#">Dispose</a>    | Dispose connection   |
|  | <a href="#">LogToStp</a>   | Log a message  |
|  | <a href="#">Register</a>   | Register the service with STP, informing of the subscriptions that are supported |
|  | <a href="#">StpInform</a>  | Post an event/message to STP   |
|  | <a href="#">StpRequest</a> | Invoke some service with an RPC-like call  |

## Events

|   | Name                                    | Description   |
|---|---|---|
|  | <a href="#">OnStpCommunicationError</a> | Event raised when there is an error communicating with STP                      |
|  | <a href="#">OnStpInform</a>             | Event raised when an event/message this service subscribes to is posted         |
|  | <a href="#">OnStpRequest</a>            | Event raised when an event this service provides is invoked as an RPC-like call |

## See Also

[StpSDK Namespace](#)

## IStpConnector.IStpConnector Properties

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

### Properties

|   | <b>Name</b>               | <b>Description</b>  |
|---|---------------------------|---|
|  | <a href="#">Auth</a>      | Service identifier (or "Author")  |
|  | <a href="#">BaseName</a>  | Service generic name  |
|  | <a href="#">Connected</a> | Connection status   |
|  | <a href="#">Name</a>      | Service unique name (includes machine id to distinguish from instances running in other machines) |

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.Auth Property

Service identifier (or "Author")

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
Auth Auth { get; }
```

#### C++

```
property Auth^ Auth {
    Auth^ get () ;
}
```

*Property Value*

Type: **Auth**

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.BaseName Property

Service generic name

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string BaseName { get; }
```

#### C++

```
property String^ BaseName {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.Connected Property

Connection status

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
bool Connected { get; }
```

#### C++

```
property bool Connected {
    bool get ();
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.Name Property

Service unique name (includes machine id to distinguish from instances running in other machines)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
string Name { get; }
```

#### C++

```
property String^ Name {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.IStpConnector Methods

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

### Methods

|   | Name                       | Description  |
|---|----------------------------|--|
|  | <a href="#">Connect</a>    | Connect to STP   |
|  | <a href="#">Disconnect</a> | Disconnects from STP   |
|  | <a href="#">Dispose</a>    | Dispose connection   |
|  | <a href="#">LogToStp</a>   | Log a message  |
|  | <a href="#">Register</a>   | Register the service with STP, informing of the subscriptions that are supported |
|  | <a href="#">StpInform</a>  | Post an event/message to STP   |
|  | <a href="#">StpRequest</a> | Invoke some service with an RPC-like call  |

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.Connect Method

Connect to STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
bool Connect(  
    bool exitAppIfNoConnection = true,  
    int secondsToRetry = 0  
)
```

#### C++

```
bool Connect(  
    bool exitAppIfNoConnection = true,  
    int secondsToRetry = 0  
)
```

### Parameters

*exitAppIfNoConnection* (Optional)

Type: [System.Boolean](#)

*secondsToRetry* (Optional)

Type: [System.Int32](#)

### Return Value

Type: [Boolean](#)

True if connected successfully

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.Disconnect Method

Disconnects from STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
void Disconnect()
```

#### C++

```
void Disconnect()
```

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.Dispose Method

Dispose connection

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
void Dispose()
```

#### C++

```
void Dispose()
```

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.LogToStp Method

Log a message

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
void LogToStp(  
    string message,  
    TraceLevel level  
)
```

#### C++

```
void LogToStp(  
    String^ message,  
    TraceLevel level  
)
```

### Parameters

*message*

Type: [System.String](#)

*level*

Type: [System.Diagnostics.TraceLevel](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.Register Method

Register the service with STP, informing of the subscriptions that are supported

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
bool Register(  
    string name,  
    string solvables,  
    string machineId = null  
)
```

#### C++

```
bool Register(  
    String^ name,  
    String^ solvables,  
    String^ machineId = nullptr  
)
```

### Parameters

*name*

Type: [System.String](#)

*solvables*

Type: [System.String](#)

*machineId* (Optional)

Type: [System.String](#)

Optional string identifying the instance being registered. The default is a unique id of the machine where the invoking service is running

### Return Value

Type: [Boolean](#)

True if registration was successful

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.StpInform Method

Post an event/message to STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
bool StpInform(  
    string stpEvent,  
    string parmList = null  
)
```

#### C++

```
bool StpInform(  
    String^ stpEvent,  
    String^ parmList = nullptr  
)
```

### Parameters

*stpEvent*

Type: [System.String](#)

*parmList* (Optional)

Type: [System.String](#)

### Return Value

Type: [Boolean](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.StpRequest Method

Invoke some service with an RPC-like call

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
List<string> StpRequest(  
    string stpEvent  
)
```

#### C++

```
List<String^>^ StpRequest(  
    String^ stpEvent  
)
```

### Parameters

*stpEvent*

Type: [System.String](#)

### Return Value

Type: [List\(String\)](#)

List of results returned

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.IStpConnector Events

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

### Events

|   | Name                                    | Description   |
|---|---|---|
|  | <a href="#">OnStpCommunicationError</a> | Event raised when there is an error communicating with STP                      |
|  | <a href="#">OnStpInform</a>             | Event raised when an event/message this service subscribes to is posted         |
|  | <a href="#">OnStpRequest</a>            | Event raised when an event this service provides is invoked as an RPC-like call |

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.OnStpCommunicationError Event

Event raised when there is an error communicating with STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event StpCommunicationErrorDelegate OnStpCommunicationError
```

#### C++

```
event StpCommunicationErrorDelegate^ OnStpCommunicationError {
    void add (StpCommunicationErrorDelegate^ value);
    void remove (StpCommunicationErrorDelegate^ value);
}
```

*Value*

Type: [StpSDK.StpCommunicationErrorDelegate](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.OnStpInform Event

Event raised when an event/message this service subscribes to is posted

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event StpInformDelegate OnStpInform
```

#### C++

```
event StpInformDelegate^ OnStpInform {
    void add (StpInformDelegate^ value);
    void remove (StpInformDelegate^ value);
}
```

*Value*

Type: [StpSDK.StpInformDelegate](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## IStpConnector.OnStpRequest Event

Event raised when an event this service provides is invoked as an RPC-like call

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
event StpRequestDelegate OnStpRequest
```

#### C++

```
event StpRequestDelegate^ OnStpRequest {
    void add (StpRequestDelegate^ value);
    void remove (StpRequestDelegate^ value);
}
```

*Value*

Type: [StpSDK.StpRequestDelegate](#)

### See Also

[IStpConnector Interface](#)

[StpSDK Namespace](#)

## LatLon Class

Latitude/Longitude (decimal degrees) coordinate

### Inheritance Hierarchy

[System.Object](#)

**Latlon**

StpSDK.LatLon

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class LatLon : Latlon, IPrologTerm
```

#### C++

```
public ref class LatLon : public Latlon,
    IPrologTerm
```

The **LatLon** type exposes the following members.

### Constructors

|   | Name                                   | Description |
|---|--|-------------|
|  | <a href="#">LatLon()</a>               | Constructor |
|  | <a href="#">LatLon(Double, Double)</a> | Constructor |

### Properties

|   | Name                | Description                      |
|---|---------------------|----------------------------------|
|  | <b>Lat</b>          | (Inherited from <b>Latlon</b> .) |
|  | <b>LatDirection</b> | (Inherited from <b>Latlon</b> .) |
|  | <b>Lon</b>          | (Inherited from <b>Latlon</b> .) |
|  | <b>LonDirection</b> | (Inherited from <b>Latlon</b> .) |

## Methods

|   | Name                           | Description  |
|---|--------------------------------|--|
|  | <b>Equals</b>                  | (Inherited from <a href="#">Latlon</a> .)  |
|  | <b>GetHashCode</b>             | (Inherited from <a href="#">Latlon</a> .)  |
|  | <a href="#"><u>GetType</u></a> | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .) |
|  | <b>ToString</b>                | (Inherited from <a href="#">Latlon</a> .)  |

## See Also

[StpSDK Namespace](#)

## LatLon Constructor

### Overload List

|   | <b>Name</b>                            | <b>Description</b> |
|---|--|--------------------|
|  | <a href="#">LatLon()</a>               | Constructor        |
|  | <a href="#">LatLon(Double, Double)</a> | Constructor        |

### See Also

[LatLon Class](#)

[StpSDK Namespace](#)

## LatLon Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public LatLon()
```

**C++**

```
public:  
LatLon()
```

### See Also

[LatLon Class](#)

[LatLon Overload](#)

[StpSDK Namespace](#)

## LatLon Constructor (Double, Double)

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public LatLon(  
    double lat,  
    double lon  
)
```

#### C++

```
public:  
LatLon(  
    double lat,  
    double lon  
)
```

### Parameters

*lat*

Type: [System.Double](#)

*lon*

Type: [System.Double](#)

### See Also

[LatLon Class](#)

[LatLon Overload](#)

[StpSDK Namespace](#)

## LatLon.LatLon Properties

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

### Properties

|   | Name                | Description                               |
|---|---------------------|---|
|  | <b>Lat</b>          | (Inherited from <a href="#">Latlon</a> .) |
|  | <b>LatDirection</b> | (Inherited from <a href="#">Latlon</a> .) |
|  | <b>Lon</b>          | (Inherited from <a href="#">Latlon</a> .) |
|  | <b>LonDirection</b> | (Inherited from <a href="#">Latlon</a> .) |

### See Also

[LatLon Class](#)

[StpSDK Namespace](#)

## LatLon.LatLon Methods

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

### Methods

|  | Name                        | Description  |
|--|-----------------------------|--|
|  | <a href="#">Equals</a>      | (Inherited from <a href="#">Latlon</a> .)  |
|  | <a href="#">GetHashCode</a> | (Inherited from <a href="#">Latlon</a> .)  |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">ToString</a>    | (Inherited from <a href="#">Latlon</a> .)  |

### See Also

[LatLon Class](#)

[StpSDK Namespace](#)

## Location Class

Location

Inheritance Hierarchy

[System.Object](#)

StpSDK.Location

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class Location : IPrologTerm
```

#### C++

```
public ref class Location : IPrologTerm
```

The **Location** type exposes the following members.

### Constructors

|   | Name                     | Description |
|---|--------------------------|-------------|
|  | <a href="#">Location</a> | Constructor |

### Properties

|   | Name                           | Description  |
|---|--------------------------------|--|
|  | <a href="#">Altitude</a>       | Altitude   |
|  | <a href="#">CandidatePoids</a> | Unique ids of the elements intersected by the stroke represented by the geo coords |
|  | <a href="#">Centroid</a>       | Centroid of the object represented by this location                                |
|  | <a href="#">Coords</a>         | Geo coords   |
|  | <a href="#">Radius</a>         | Radius of the object represented by this location                                  |
|  | <a href="#">Shape</a>          | Shape: "point", "line", "area"   |
|  | <a href="#">Type</a>           | Object type: point, line, area   |
|  | <a href="#">Width</a>          | Width of the object represented by this location                                   |

### Methods

|   | Name                   | Description   |
|---|------------------------|---|
|  | <a href="#">Equals</a> | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |

|   |                                    |  |
|---|------------------------------------|--|
|  | <a href="#"><u>GetHashCode</u></a> | Serves as the default hash function. (Inherited from <a href="#"><u>Object</u></a> .)                          |
|  | <a href="#"><u>GetType</u></a>     | Gets the <a href="#"><u>Type</u></a> of the current instance. (Inherited from <a href="#"><u>Object</u></a> .) |
|  | <a href="#"><u>ToString</u></a>    | Returns a string that represents the current object. (Inherited from <a href="#"><u>Object</u></a> .)          |

See Also

[StpSDK Namespace](#)

## Location Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public Location()
```

**C++**

```
public:  
    Location()
```

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Location Properties

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

### Properties

|  | Name                           | Description  |
|--|--------------------------------|--|
|  | <a href="#">Altitude</a>       | Altitude   |
|  | <a href="#">CandidatePoids</a> | Unique ids of the elements intersected by the stroke represented by the geo coords |
|  | <a href="#">Centroid</a>       | Centroid of the object represented by this location                                |
|  | <a href="#">Coords</a>         | Geo coords   |
|  | <a href="#">Radius</a>         | Radius of the object represented by this location                                  |
|  | <a href="#">Shape</a>          | Shape: "point", "line", "area"   |
|  | <a href="#">Type</a>           | Object type: point, line, area   |
|  | <a href="#">Width</a>          | Width of the object represented by this location                                   |

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Altitude Property

Altitude

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property double Altitude {  
    double get();  
    void set (double value);  
}
```

*Property Value*

Type: [Double](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.CandidatePoids Property

Unique ids of the elements intersected by the stroke represented by the geo coords

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<string> CandidatePoids { get; set; }
```

#### C++

```
public:  
property List<String^>^ CandidatePoids {  
    List<String^>^ get();  
    void set (List<String^>^ value);  
}
```

*Property Value*

Type: [List\(String\)](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Centroid Property

Centroid of the object represented by this location

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public LatLon Centroid { get; set; }
```

#### C++

```
public:  
property LatLon^ Centroid {  
    LatLon^ get();  
    void set (LatLon^ value);  
}
```

*Property Value*

Type: [LatLon](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Coods Property

Geo coords

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<LatLon> Coords { get; set; }
```

#### C++

```
public:  
property List<LatLon^>^ Coords {  
    List<LatLon^>^ get();  
    void set (List<LatLon^>^ value);  
}
```

*Property Value*

Type: [List\(LatLon\)](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Radius Property

Radius of the object represented by this location

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property double Radius {  
    double get();  
    void set (double value);  
}
```

*Property Value*

Type: [Double](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Shape Property

Shape: "point", "line", "area"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Shape { get; set; }
```

#### C++

```
public:  
property String^ Shape {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Type Property

Object type: point, line, area

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property String^ Type {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Width Property

Width of the object represented by this location

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property double Width {  
    double get();  
    void set (double value);  
}
```

*Property Value*

Type: [Double](#)

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## Location.Location Methods

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

### Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

### See Also

[Location Class](#)

[StpSDK Namespace](#)

## MicrophoneStateChangedDelegate Delegate

Delegate for handler invoked when the microphone state changes (muted - listening)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void MicrophoneStateChangedDelegate (
    bool isListening
)
```

#### C++

```
public delegate void MicrophoneStateChangedDelegate (
    bool isListening
)
```

### Parameters

*isListening*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## Modifier Enumeration

Modifier affiliation 2525/APP6 D

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum Modifier
```

#### C++

```
public enum class Modifier
```

### Members

|  | Member name               | Value | Description |
|--|---------------------------|-------|-------------|
|  | <b>none</b>               | 0     |             |
|  | <b>dummy</b>              | 1     |             |
|  | <b>hq</b>                 | 2     |             |
|  | <b>dummy_hq</b>           | 3     |             |
|  | <b>task_force</b>         | 4     |             |
|  | <b>dummy_task_force</b>   | 5     |             |
|  | <b>task_force_hq</b>      | 6     |             |
|  | <b>dummytask_force_hq</b> | 7     |             |

### See Also

[StpSDK Namespace](#)

## ModifierAlpha Enumeration

Modifier affiliation 2525/APP6 C

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum ModifierAlpha
```

#### C++

```
public enum class ModifierAlpha
```

### Members

|  | Member name               | Value | Description |
|--|---------------------------|-------|-------------|
|  | <b>none</b>               | 45    |             |
|  | <b>dummy</b>              | 70    |             |
|  | <b>hq</b>                 | 65    |             |
|  | <b>dummy_hq</b>           | 67    |             |
|  | <b>task_force</b>         | 69    |             |
|  | <b>dummy_task_force</b>   | 71    |             |
|  | <b>task_force_hq</b>      | 66    |             |
|  | <b>dummytask_force_hq</b> | 68    |             |

### See Also

[StpSDK Namespace](#)

## MovementFeatures Class

Task movement features

Inheritance Hierarchy

[System.Object](#)

StpSDK.MovementFeatures

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public class MovementFeatures : IPrologTerm
```

C++

```
public ref class MovementFeatures : IPrologTerm
```

The **MovementFeatures** type exposes the following members.

Constructors

|   | Name                             | Description |
|---|----------------------------------|-------------|
|  | <a href="#">MovementFeatures</a> | Constructor |

Properties

|   | Name                     | Description        |
|---|--------------------------|--------------------|
|  | <a href="#">Movement</a> | Is a movement      |
|  | <a href="#">MovesTo</a>  | MOvent's target TG |

Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

See Also

[StpSDK Namespace](#)

## MovementFeatures Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public MovementFeatures()
```

#### C++

```
public:  
MovementFeatures()
```

### See Also

[MovementFeatures Class](#)

[StpSDK Namespace](#)

## MovementFeatures.MovementFeatures Properties

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

### Properties

|   | Name                     | Description        |
|---|--------------------------|--------------------|
|  | <a href="#">Movement</a> | Is a movement      |
|  | <a href="#">MovesTo</a>  | MOvent's target TG |

### See Also

[MovementFeatures Class](#)

[StpSDK Namespace](#)

## MovementFeatures.Movement Property

Is a movement

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property bool Movement {  
    bool get();  
    void set (bool value);  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[MovementFeatures Class](#)

[StpSDK Namespace](#)

## MovementFeatures.MovesTo Property

MOvent's target TG

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string MovesTo { get; set; }
```

#### C++

```
public:  
property String^ MovesTo {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[MovementFeatures Class](#)

[StpSDK Namespace](#)

## MovementFeatures.MovementFeatures Methods

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

### Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

### See Also

[MovementFeatures Class](#)

[StpSDK Namespace](#)

## ObjectSet Class

Container for mix of scenario objects - format currently used for storing STP metadata

### Inheritance Hierarchy

[System.Object](#)

StpSDK.ObjectSet

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class ObjectSet : IPrologTerm, IEnumerable
```

#### C++

```
public ref class ObjectSet : IPrologTerm,
    IEnumerable
```

The **ObjectSet** type exposes the following members.

### Constructors

|  | Name   | Description  |
|--|--|--|
|  | <a href="#">ObjectSet()</a>                          | Constructor  |
|  | <a href="#">ObjectSet(List(PoidObject),String[])</a> | Create an object from a list of STP objects, excluding certain fsTYPES |

### Properties

|  | Name                    | Description        |
|--|-------------------------|--------------------|
|  | <a href="#">Objects</a> | Objects of the set |

### Methods

|  | Name                              | Description   |
|--|-----------------------------------|---|
|  | <a href="#">Equals</a>            | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">FromC2SIM</a>         | Build an ObjectSet from C2SIM xml documents   |
|  | <a href="#">GetHashCode</a>       | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>           | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">SortByType</a>        | Sort so that referenced poids are correctly resolved  |
|  | <a href="#">ToMultilineString</a> | Format content as a string, with line breaks between individual objects   |

|   |                          |  |
|---|--------------------------|--|
|  | <a href="#">ToString</a> | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .) |
|---|--------------------------|--|

See Also

[StpSDK Namespace](#)

## ObjectSet Constructor

### Overload List

| Name   | Description  |
|--|--|
|  <a href="#">ObjectSet()</a>                          | Constructor  |
|  <a href="#">ObjectSet(List(PoidObject),String[])</a> | Create an object from a list of STP objects, excluding certain fsTYPES |

### See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

## ObjectSet Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public ObjectSet()
```

**C++**

```
public:  
ObjectSet()
```

### See Also

[ObjectSet Class](#)

[ObjectSet Overload](#)

[StpSDK Namespace](#)

## ObjectSet Constructor (List(PoidObject), String[])

Create an object from a list of STP objects, excluding certain fsTYPES

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public ObjectSet(  
    List<PoidObject> scenarioObjects,  
    string[] excludedTypes = null  
)
```

#### C++

```
public:  
ObjectSet(  
    List<PoidObject^>^ scenarioObjects,  
    array<String^>^ excludedTypes = nullptr  
)
```

### Parameters

*scenarioObjects*

Type: [System.Collections.Generic.List\(PoidObject\)](#)

*excludedTypes* (Optional)

Type: [System.String\[\]](#)

### Remarks

If not provided, the excluded types default to { "planning\_scenario", "system\_state", "edit", "viewport", "ink" }

### See Also

[ObjectSet Class](#)

[ObjectSet Overload](#)

[StpSDK Namespace](#)

## ObjectSet.ObjectSet Properties

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

### Properties

|   | Name                    | Description        |
|---|-------------------------|--------------------|
|  | <a href="#">Objects</a> | Objects of the set |

### See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

## ObjectSet.Objects Property

Objects of the set

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<PoidObject> Objects { get; set; }
```

#### C++

```
public:  
property List<PoidObject^>^ Objects {  
    List<PoidObject^>^ get();  
    void set (List<PoidObject^>^ value);  
}
```

*Property Value*

Type: [List\(PoidObject\)](#)

### See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

## ObjectSet.ObjectSet Methods

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

### Methods

|  | Name                              | Description   |
|--|-----------------------------------|---|
|  | <a href="#">Equals</a>            | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">FromC2SIM</a>         | Build an ObjectSet from C2SIM xml documents   |
|  | <a href="#">GetHashCode</a>       | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>           | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">SortByType</a>        | Sort so that referenced poids are correctly resolved  |
|  | <a href="#">ToMultilineString</a> | Format content as a string, with line breaks between individual objects   |
|  | <a href="#">ToString</a>          | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

## ObjectSet.FromC2SIM Method

Build an ObjectSet from C2SIM xml documents

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static ObjectSet FromC2SIM(
    string xml,
    string currentRole,
    string defaultBlueCoaPoid,
    string defaultRedCoaPoid
)
```

#### C++

```
public:
static ObjectSet^ FromC2SIM(
    String^ xml,
    String^ currentRole,
    String^ defaultBlueCoaPoid,
    String^ defaultRedCoaPoid
)
```

### Parameters

*xml*

Type: [System.String](#)

*currentRole*

Type: [System.String](#)

*defaultBlueCoaPoid*

Type: [System.String](#)

*defaultRedCoaPoid*

Type: [System.String](#)

*Return Value*

Type: [ObjectSet](#)

### See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

## ObjectSet.SortByType Method

Sort so that referenced poids are correctly resolved

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SortByType()
```

#### C++

```
public:  
void SortByType()
```

### See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

## ObjectSet.ToMultilineString Method

Format content as a string, with line breaks between individual objects

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string ToMultilineString()
```

#### C++

```
public:  
String^ ToMultilineString()
```

*Return Value*

Type: [String](#)

### See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

## OnErrorDelegate Delegate

Delegate for handler invoked when there is a recognition error

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void OnErrorDelegate(  
    string msg  
)
```

#### C++

```
public delegate void OnErrorDelegate(  
    String^ msg  
)
```

### Parameters

*msg*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## OnRecognizedDelegate Delegate

Delegate for handler invoked whenever the recognizer has a complete phrase to return

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void OnRecognizedDelegate(
    SpeechRecoResult sr
)
```

#### C++

```
public delegate void OnRecognizedDelegate(
    SpeechRecoResult^ sr
)
```

### Parameters

*sr*

Type: [StpSDK.SpeechRecoResult](#)

### See Also

[StpSDK Namespace](#)

## OnRecognizingDelegate Delegate

Delegate for handler invoked whenever the recognizer has a partial recognition available

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void OnRecognizingDelegate(
    string phrase
)
```

#### C++

```
public delegate void OnRecognizingDelegate(
    String^ phrase
)
```

### Parameters

*phrase*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## OnSpeechStartPauseEndDelegate Delegate

Delegate for handler invoked whenever the recognizer detects start/end of speech

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void OnSpeechStartPauseEndDelegate()
```

#### C++

```
public delegate void OnSpeechStartPauseEndDelegate()
```

### See Also

[StpSDK Namespace](#)

## PlanningScenario Class

Scenario definition

Inheritance Hierarchy

[System.Object](#)

[StpSDK.BaseFS](#)

StpSDK.PlanningScenario

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public class PlanningScenario : BaseFS
```

C++

```
public ref class PlanningScenario : public BaseFS
```

The **PlanningScenario** type exposes the following members.

Constructors

|  | Name                                     | Description                                |
|--|--|--|
|  | <a href="#">PlanningScenario()</a>       | Constructor                                |
|  | <a href="#">PlanningScenario(BaseFS)</a> | Construct from another foundational object |

Properties

|  | Name                         | Description                                     |
|--|------------------------------|---|
|  | <a href="#">CreatorRole</a>  | Role that created the scenario                  |
|  | <a href="#">IsLoaded</a>     | Whether the scenario is already loaded          |
|  | <a href="#">IsValid</a>      | Whether scenario passes validation              |
|  | <a href="#">Name</a>         | Scenario name                                   |
|  | <a href="#">NetworkPath</a>  | Default save path on a network if collaborating |
|  | <a href="#">Poid</a>         | Unique identifier                               |
|  | <a href="#">savePath</a>     | Default save file path                          |
|  | <a href="#">TaskOrgState</a> | State of associated Task Org / ORBAT            |

## Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

## See Also

[StpSDK Namespace](#)

## PlanningScenario Constructor

### Overload List

|   | Name                                     | Description                                |
|---|--|--|
|  | <a href="#">PlanningScenario()</a>       | Constructor                                |
|  | <a href="#">PlanningScenario(BaseFS)</a> | Construct from another foundational object |

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public PlanningScenario()
```

**C++**

```
public:  
PlanningScenario()
```

### See Also

[PlanningScenario Class](#)

[PlanningScenario Overload](#)

[StpSDK Namespace](#)

## PlanningScenario Constructor (BaseFS)

Construct from another foundational object

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public PlanningScenario(  
    BaseFS bfs  
)
```

#### C++

```
public:  
PlanningScenario(  
    BaseFS^ bfs  
)
```

### Parameters

*bfs*

Type: [StpSDK.BaseFS](#)

### See Also

[PlanningScenario Class](#)

[PlanningScenario Overload](#)

[StpSDK Namespace](#)

## PlanningScenario.PlanningScenario Properties

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

### Properties

|   | Name                         | Description                                     |
|---|------------------------------|---|
|  | <a href="#">CreatorRole</a>  | Role that created the scenario                  |
|  | <a href="#">IsLoaded</a>     | Whether the scenario is already loaded          |
|  | <a href="#">IsValid</a>      | Whether scenario passes validation              |
|  | <a href="#">Name</a>         | Scenario name                                   |
|  | <a href="#">NetworkPath</a>  | Default save path on a network if collaborating |
|  | <a href="#">Poid</a>         | Unique identifier                               |
|  | <a href="#">savePath</a>     | Default save file path                          |
|  | <a href="#">TaskOrgState</a> | State of associated Task Org / ORBAT            |

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.CreatorRole Property

Role that created the scenario

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string CreatorRole { get; set; }
```

#### C++

```
public:  
property String^ CreatorRole {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.IsLoaded Property

Whether the scenario is already loaded

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property bool IsLoaded {  
    bool get();  
    void set (bool value);  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.IsValid Property

Whether scenario passes validation

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property bool IsValid {  
    bool get();  
    void set (bool value);  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.Name Property

Scenario name

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Name { get; set; }
```

#### C++

```
public:  
property String^ Name {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.NetworkPath Property

Default save path on a network if collaborating

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string NetworkPath { get; set; }
```

#### C++

```
public:  
property String^ NetworkPath {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.Poid Property

Unique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Poid { get; set; }
```

#### C++

```
public:  
property String^ Poid {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.savePath Property

Default save file path

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string savePath { get; set; }
```

#### C++

```
public:  
property String^ savePath {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario.TaskOrgState Property

State of associated Task Org / ORBAT

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public TaskOrgState TaskOrgState { get; set; }
```

#### C++

```
public:  
property TaskOrgState^ TaskOrgState {  
    TaskOrgState^ get();  
    void set (TaskOrgState^ value);  
}
```

*Property Value*

Type: [TaskOrgState](#)

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PlanningScenario PlanningScenario Methods

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

### Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

### See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

## PoidObject Class

Umbrella object, that represents all STP objects with a unique id, i.e., STP metadata

### Inheritance Hierarchy

[System.Object](#)

[StpSDK.BaseFS](#)

StpSDK.PoidObject

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class PoidObject : BaseFS, IPrologTerm
```

#### C++

```
public ref class PoidObject : public BaseFS,
    IPrologTerm
```

The **PoidObject** type exposes the following members.

### Constructors

|   | Name                       | Description |
|---|----------------------------|-------------|
|  | <a href="#">PoidObject</a> | Constructor |

### Properties

|   | Name                 | Description                         |
|---|----------------------|-------------------------------------|
|  | <a href="#">Poid</a> | Unique id (may be empty in queries) |
|  | <a href="#">Type</a> | Object type                         |

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Poid object serialized to an STP string (Overrides <a href="#">Object.ToString()</a> .)                           |

### See Also

[StpSDK Namespace](#)



## PoidObject Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public PoidObject()
```

#### C++

```
public:  
PoidObject()
```

### See Also

[PoidObject Class](#)

[StpSDK Namespace](#)

## PoidObject.PoidObject Properties

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

### Properties

|   | Name                 | Description                         |
|---|----------------------|-------------------------------------|
|  | <a href="#">Poid</a> | Unique id (may be empty in queries) |
|  | <a href="#">Type</a> | Object type                         |

### See Also

[PoidObject Class](#)

[StpSDK Namespace](#)

## PoidObject.Poid Property

Unique id (may be empty in queries)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Poid { get; }
```

#### C++

```
public:  
property String^ Poid {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[PoidObject Class](#)

[StpSDK Namespace](#)

## PoidObject.Type Property

Object type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property String^ Type {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[PoidObject Class](#)

[StpSDK Namespace](#)

## PoidObject.PoidObject Methods

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

### Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Poid object serialized to an STP string (Overrides <a href="#">Object.ToString()</a> .)                           |             |

### See Also

[PoidObject Class](#)

[StpSDK Namespace](#)

## PoidObject.ToString Method

Poid object serialized to an STP string

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
virtual String^ ToString() override
```

*Return Value*

Type: [String](#)

### See Also

[PoidObject Class](#)

[StpSDK Namespace](#)

## RecognitionExceptionDelegate Delegate

Delegate for handler invoked on errors

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void RecognitionExceptionDelegate(
    string message
)
```

#### C++

```
public delegate void RecognitionExceptionDelegate(
    String^ message
)
```

### Parameters

*message*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## SpeechRecognitionDelegate Delegate

Delegate for recognition results handler

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SpeechRecognitionDelegate(  
    Object r,  
    DateTime speechStartTime  
)
```

#### C++

```
public delegate void SpeechRecognitionDelegate(  
    Object^ r,  
    DateTime speechStartTime  
)
```

### Parameters

*r*

Type: [System.Object](#)

*speechStartTime*

Type: [System.DateTime](#)

### See Also

[StpSDK Namespace](#)

## SpeechRecoItem Class

Recognition hypotheses / alternates

Inheritance Hierarchy

[System.Object](#)

StpSDK.SpeechRecoItem

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public class SpeechRecoItem
```

C++

```
public ref class SpeechRecoItem
```

The **SpeechRecoItem** type exposes the following members.

Constructors

|   | Name                           | Description                  |
|---|--------------------------------|------------------------------|
|  | <a href="#">SpeechRecoItem</a> | Construct a speech reco item |

Properties

|   | Name                          | Description                                    |
|---|-------------------------------|--|
|  | <a href="#">Confidence</a>    | Likelihood/confidence of the interpretation    |
|  | <a href="#">EndSec</a>        | Time speech ended                              |
|  | <a href="#">ExtraRecoInfo</a> | Additional reco-specific information to expose |
|  | <a href="#">StartSec</a>      | Time speech started                            |
|  | <a href="#">Text</a>          | Transcribed speech text                        |

Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | String representation of a speech reco item (Overrides <a href="#">Object.ToString()</a> .)                       |

**See Also**

[StpSDK Namespace](#)

## SpeechRecoItem Constructor

Construct a speech reco item

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public SpeechRecoItem(  
    string text,  
    double confidence,  
    double? startSec = null,  
    double? endSec = null  
)
```

#### C++

```
public:  
SpeechRecoItem(  
    String^ text,  
    double confidence,  
    Nullable<double> startSec = nullptr,  
    Nullable<double> endSec = nullptr  
)
```

### Parameters

*text*

Type: [System.String](#)

*confidence*

Type: [System.Double](#)

*startSec* (Optional)

Type: [System.Nullable\(Double\)](#)

*endSec* (Optional)

Type: [System.Nullable\(Double\)](#)

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## [SpeechRecoItem.SpeechRecoItem Properties](#)

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

### Properties

|   | <b>Name</b>                   | <b>Description</b>                             |
|---|-------------------------------|--|
|  | <a href="#">Confidence</a>    | Likelihood/confidence of the interpretation    |
|  | <a href="#">EndSec</a>        | Time speech ended                              |
|  | <a href="#">ExtraRecoInfo</a> | Additional reco-specific information to expose |
|  | <a href="#">StartSec</a>      | Time speech started                            |
|  | <a href="#">Text</a>          | Transcribed speech text                        |

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoItem.Confidence Property

Likelihood/confidence of the interpretation

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property double Confidence {  
    double get();  
    void set (double value);  
}
```

*Property Value*

Type: [Double](#)

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoItem.EndSec Property

Time speech ended

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property Nullable<double> EndSec {  
    Nullable<double> get ();  
    void set (Nullable<double> value);  
}
```

*Property Value*

Type: [Nullable\(Double\)](#)

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoItem.ExtraRecoInfo Property

Additional reco-specific information to expose

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string ExtraRecoInfo { get; set; }
```

#### C++

```
public:  
property String^ ExtraRecoInfo {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoItem.StartSec Property

Time speech started

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:
property Nullable<double> StartSec {
    Nullable<double> get ();
    void set (Nullable<double> value);
}
```

*Property Value*

Type: [Nullable\(Double\)](#)

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoItem.Text Property

Transcribed speech text

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property String^ Text {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoItem.SpeechRecoItem Methods

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

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | String representation of a speech reco item (Overrides <a href="#">Object.ToString()</a> .)                       |

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoItem.ToString Method

String representation of a speech reco item

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
virtual String^ ToString() override
```

*Return Value*

Type: [String](#)

### See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult Class

Speech recognition results

### Inheritance Hierarchy

[System.Object](#)

StpSDK.SpeechRecoResult

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class SpeechRecoResult
```

#### C++

```
public ref class SpeechRecoResult
```

The **SpeechRecoResult** type exposes the following members.

### Constructors

|  | Name  | Description  |
|--|---|--|
|  | <a href="#">SpeechRecoResult(String)</a>                                      | Construct a new speech recognition result object                         |
|  | <a href="#">SpeechRecoResult(String, List&lt;SpeechRecoResult&gt;, Int32)</a> | Construct a new recognition result by combining multiple individual ones |
|  | <a href="#">SpeechRecoResult(String, DateTime, DateTime)</a>                  | Construct a new speech recognition result object                         |

### Properties

|  | Name                      | Description                                    |
|--|---------------------------|--|
|  | <a href="#">EndTime</a>   | Time speech ended                              |
|  | <a href="#">FromReco</a>  | Identifies the recognizer producing the result |
|  | <a href="#">Results</a>   | Speech recognition hypothesis                  |
|  | <a href="#">StartTime</a> | Time speech started                            |

### Methods

|  | Name                         | Description                        |
|--|------------------------------|------------------------------------|
|  | <a href="#">AddAlternate</a> | Add an alternate to the results    |
|  | <a href="#">Combine</a>      | Combine results into this instance |

|   |   |
|---|---|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

See Also

[StpSDK Namespace](#)

## SpeechRecoResult Constructor

### Overload List

| Name  | Description  |
|---|--|
|  <a href="#">SpeechRecoResult(String)</a>                                      | Construct a new speech recognition result object                         |
|  <a href="#">SpeechRecoResult(String, List&lt;SpeechRecoResult&gt;, Int32)</a> | Construct a new recognition result by combining multiple individual ones |
|  <a href="#">SpeechRecoResult(String, DateTime, DateTime)</a>                  | Construct a new speech recognition result object                         |

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult Constructor (String)

Construct a new speech recognition result object

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public SpeechRecoResult(  
    string fromReco  
)
```

#### C++

```
public:  
SpeechRecoResult(  
    String^ fromReco  
)
```

### Parameters

*fromReco*

Type: [System.String](#)

Recognizer identification

### See Also

[SpeechRecoResult Class](#)

[SpeechRecoResult Overload](#)

[StpSDK Namespace](#)

## SpeechRecoResult Constructor (String, List<SpeechRecoResult>, Int32)

Construct a new recognition result by combining multiple individual ones

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public SpeechRecoResult(  
    string fromRecos,  
    List<SpeechRecoResult> allResults,  
    int maxCombinedRecos = -1  
)
```

#### C++

```
public:  
SpeechRecoResult(  
    String^ fromRecos,  
    List<SpeechRecoResult^>^ allResults,  
    int maxCombinedRecos = -1  
)
```

### Parameters

*fromRecos*

Type: [System.String](#)

Identification of the potentially multiple recognizers that generated the results being combined

*allResults*

Type: [System.Collections.Generic.List<SpeechRecoResult>](#)

*maxCombinedRecos* (Optional)

Type: [System.Int32](#)

Max number of alternates to keep; -1 means keep all available

### See Also

[SpeechRecoResult Class](#)

[SpeechRecoResult Overload](#)

[StpSDK Namespace](#)

## SpeechRecoResult Constructor (String, DateTime, DateTime)

Construct a new speech recognition result object

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public SpeechRecoResult(  
    string fromReco,  
    DateTime startTime,  
    DateTime endTime  
)
```

#### C++

```
public:  
SpeechRecoResult(  
    String^ fromReco,  
    DateTime startTime,  
    DateTime endTime  
)
```

### Parameters

*fromReco*

Type: [System.String](#)

Recognizer identification

*startTime*

Type: [System.DateTime](#)

*endTime*

Type: [System.DateTime](#)

### See Also

[SpeechRecoResult Class](#)

[SpeechRecoResult Overload](#)

[StpSDK Namespace](#)

## SpeechRecoResult.SpeechRecoResult Properties

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

### Properties

|   | Name                      | Description                                    |
|---|---------------------------|--|
|  | <a href="#">EndTime</a>   | Time speech ended                              |
|  | <a href="#">FromReco</a>  | Identifies the recognizer producing the result |
|  | <a href="#">Results</a>   | Speech recognition hypothesis                  |
|  | <a href="#">StartTime</a> | Time speech started                            |

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult.EndTime Property

Time speech ended

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public DateTime EndTime { get; set; }
```

#### C++

```
public:  
property DateTime EndTime {  
    DateTime get ();  
    void set (DateTime value);  
}
```

*Property Value*

Type: [DateTime](#)

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult.FromReco Property

Identifies the recognizer producing the result

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string FromReco { get; set; }
```

#### C++

```
public:  
property String^ FromReco {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult.Results Property

Speech recognition hypothesis

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<SpeechRecoItem> Results { get; set; }
```

#### C++

```
public:  
property List<SpeechRecoItem^>^ Results {  
    List<SpeechRecoItem^>^ get ();  
    void set (List<SpeechRecoItem^>^ value);  
}
```

*Property Value*

Type: [List\(SpeechRecoItem\)](#)

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult.StartTime Property

Time speech started

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public DateTime StartTime { get; set; }
```

#### C++

```
public:  
property DateTime StartTime {  
    DateTime get ();  
    void set (DateTime value);  
}
```

*Property Value*

Type: [DateTime](#)

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult.SpeechRecoResult Methods

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

### Methods

|  | Name  | Description |
|--|---|-------------|
|  <a href="#">AddAlternate</a> | Add an alternate to the results   |             |
|  <a href="#">Combine</a>      | Combine results into this instance  |             |
|  <a href="#">Equals</a>       | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a>  | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>      | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>     | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult.AddAlternate Method

Add an alternate to the results

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void AddAlternate(
    string alternate,
    double likelihood,
    double? startSec = null,
    double? endSec = null,
    string extraRecoInfo = null
)
```

#### C++

```
public:
void AddAlternate(
    String^ alternate,
    double likelihood,
    Nullable<double> startSec = nullptr,
    Nullable<double> endSec = nullptr,
    String^ extraRecoInfo = nullptr
)
```

### Parameters

*alternate*

Type: [System.String](#)

*likelihood*

Type: [System.Double](#)

*startSec* (Optional)

Type: [System.Nullable\(Double\)](#)

*endSec* (Optional)

Type: [System.Nullable\(Double\)](#)

*extraRecoInfo* (Optional)

Type: [System.String](#)

### Remarks

If another hypothesis with the same transcription exists, the one with the highest confidence is kept, and a slight bump to the likelihood is applied

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechRecoResult.Combine Method

Combine results into this instance

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void Combine(
    SpeechRecoResult res,
    int maxCombinedRecos = -1
)
```

#### C++

```
public:
void Combine(
    SpeechRecoResult^ res,
    int maxCombinedRecos = -1
)
```

### Parameters

*res*

Type: [StpSDK.SpeechRecoResult](#)

*maxCombinedRecos* (Optional)

Type: [System.Int32](#)

Max number of alternates to keep; -1 means keep all available

### See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

## SpeechStartPauseEndDetectedDelegate Delegate

Delegate for handler invoked when speech start is detected

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SpeechStartPauseEndDetectedDelegate (
    DateTime timestamp
)
```

#### C++

```
public delegate void SpeechStartPauseEndDetectedDelegate (
    DateTime timestamp
)
```

### Parameters

*timestamp*

Type: [System.DateTime](#)

### See Also

[StpSDK Namespace](#)

## Status Enumeration

Status affiliation 2525/APP6 D

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum Status
```

#### C++

```
public enum class Status
```

### Members

| Member name          | Value | Description |
|----------------------|-------|-------------|
| <b>present</b>       | 0     |             |
| <b>anticipated</b>   | 1     |             |
| <b>fully_capable</b> | 2     |             |
| <b>damaged</b>       | 3     |             |
| <b>destroyed</b>     | 4     |             |
| <b>full</b>          | 5     |             |

### See Also

[StpSDK Namespace](#)

## StatusAlpha Enumeration

Status affiliation 2525/APP6 D

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum StatusAlpha
```

#### C++

```
public enum class StatusAlpha
```

### Members

| Member name          | Value | Description |
|----------------------|-------|-------------|
| <b>present</b>       | 80    |             |
| <b>anticipated</b>   | 65    |             |
| <b>fully_capable</b> | 67    |             |
| <b>damaged</b>       | 68    |             |
| <b>destroyed</b>     | 88    |             |
| <b>full</b>          | 70    |             |

### See Also

[StpSDK Namespace](#)

## StpCommunicationErrorDelegate Delegate

The delegate that describes the function prototype for STP communication errors

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void StpCommunicationErrorDelegate(
    StpCommunicationException stpCommException
)
```

#### C++

```
public delegate void StpCommunicationErrorDelegate(
    StpCommunicationException^ stpCommException
)
```

### Parameters

*stpCommException*

Type: [StpSDK.StpCommunicationException](#)

### See Also

[StpSDK Namespace](#)

## StpCommunicationException Class

The exception thrown if there is an error connecting to the S2C2 agent system. The inner exception is set to the actual exception (if this was not thrown as the result of parameter validation) that caused the underlying error.

### Inheritance Hierarchy

[System.Object](#)

[System.Exception](#)

StpSDK.StpCommunicationException

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpCommunicationException : Exception
```

#### C++

```
public ref class StpCommunicationException : public Exception
```

The **StpCommunicationException** type exposes the following members.

### Constructors

|   | Name                                      | Description |
|---|---|-------------|
|  | <a href="#">StpCommunicationException</a> | Constructor |

### Properties

|   | Name                           | Description   |
|---|--------------------------------|---|
|  | <a href="#">Data</a>           | Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> .) |
|  | <a href="#">HelpLink</a>       | Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> .)                                       |
|  | <a href="#">HResult</a>        | Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> .)                    |
|  | <a href="#">InnerException</a> | Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> .)                             |
|  | <a href="#">Message</a>        | Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> .)   |
|  | <a href="#">Source</a>         | Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> .)                              |
|  | <a href="#">StackTrace</a>     | Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> .)                                    |

|   |                            |   |
|---|----------------------------|---|
|  | <a href="#">TargetSite</a> | Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> .) |
|---|----------------------------|---|

## Methods

|   | Name                             | Description   |
|---|----------------------------------|---|
|  | <a href="#">Equals</a>           | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .)   |
|  | <a href="#">GetBaseException</a> | When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> .) |
|  | <a href="#">GetHashCode</a>      | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)  |
|  | <a href="#">GetObjectData</a>    | When overridden in a derived class, sets the <a href="#">SerializationInfo</a> with information about the exception. (Inherited from <a href="#">Exception</a> .)                   |
|  | <a href="#">GetType</a>          | Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> .)   |
|  | <a href="#">ToString</a>         | Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> .)  |

## See Also

[StpSDK Namespace](#)

## StpCommunicationException Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpCommunicationException(  
    string message,  
    Exception inner  
)
```

#### C++

```
public:  
    StpCommunicationException(  
        String^ message,  
        Exception^ inner  
)
```

### Parameters

*message*

Type: [System.String](#)

*inner*

Type: [System.Exception](#)

See Also

[StpCommunicationException Class](#)

[StpSDK Namespace](#)

## StpCommunicationException.StpCommunicationException Properties

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

### Properties

|   | <b>Name</b>                    | <b>Description</b>  |
|---|--------------------------------|---|
|    | <a href="#">Data</a>           | Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> .) |
|    | <a href="#">HelpLink</a>       | Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> .)                                       |
|    | <a href="#">HResult</a>        | Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> .)                    |
|    | <a href="#">InnerException</a> | Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> .)                             |
|    | <a href="#">Message</a>        | Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> .)   |
|    | <a href="#">Source</a>         | Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> .)                              |
|    | <a href="#">StackTrace</a>     | Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> .)                                    |
|  | <a href="#">TargetSite</a>     | Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> .)   |

### See Also

[StpCommunicationException Class](#)

[StpSDK Namespace](#)

## StpCommunicationException.StpCommunicationException Methods

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

### Methods

|  | Name                             | Description   |
|--|----------------------------------|---|
|  | <a href="#">Equals</a>           | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .)   |
|  | <a href="#">GetBaseException</a> | When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> .) |
|  | <a href="#">GetHashCode</a>      | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)  |
|  | <a href="#">GetObjectData</a>    | When overridden in a derived class, sets the <a href="#">SerializationInfo</a> with information about the exception. (Inherited from <a href="#">Exception</a> .)                   |
|  | <a href="#">GetType</a>          | Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> .)   |
|  | <a href="#">ToString</a>         | Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> .)  |

### See Also

[StpCommunicationException Class](#)

[StpSDK Namespace](#)

## StpException Class

The exception thrown if an error occurs as the result of passing in invalid arguments. The inner exception is set to the actual exception (if this was not thrown as the result of parameter validation) that caused the underlying error.

### Inheritance Hierarchy

[System.Object](#)

[System.Exception](#)

StpSDK.StpException

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpException : Exception
```

#### C++

```
public ref class StpException : public Exception
```

The **StpException** type exposes the following members.

### Constructors

|   | Name                         | Description |
|---|------------------------------|-------------|
|  | <a href="#">StpException</a> | Constructor |

### Properties

|   | Name                           | Description   |
|---|--------------------------------|---|
|  | <a href="#">Data</a>           | Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> .) |
|  | <a href="#">HelpLink</a>       | Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> .)                                       |
|  | <a href="#">HResult</a>        | Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> .)                    |
|  | <a href="#">InnerException</a> | Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> .)                             |
|  | <a href="#">Message</a>        | Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> .)   |
|  | <a href="#">Source</a>         | Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> .)                              |
|  | <a href="#">StackTrace</a>     | Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> .)                                    |

|   |                            |   |
|---|----------------------------|---|
|  | <a href="#">TargetSite</a> | Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> .) |
|---|----------------------------|---|

## Methods

| Name   | Description   |
|--|---|
|  <a href="#">Equals</a>           | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .)   |
|  <a href="#">GetBaseException</a> | When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> .) |
|  <a href="#">GetHashCode</a>      | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)  |
|  <a href="#">GetObjectData</a>    | When overridden in a derived class, sets the <a href="#">SerializationInfo</a> with information about the exception. (Inherited from <a href="#">Exception</a> .)                   |
|  <a href="#">GetType</a>          | Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> .)   |
|  <a href="#">ToString</a>         | Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> .)  |

## See Also

[StpSDK Namespace](#)

## StpException Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpException(  
    string message,  
    Exception inner  
)
```

#### C++

```
public:  
    StpException(  
        String^ message,  
        Exception^ inner  
)
```

### Parameters

*message*

Type: [System.String](#)

*inner*

Type: [System.Exception](#)

See Also

[StpException Class](#)

[StpSDK Namespace](#)

## StpException.StpException Properties

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

### Properties

|   | <b>Name</b>                    | <b>Description</b>  |
|---|--------------------------------|---|
|    | <a href="#">Data</a>           | Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> .) |
|    | <a href="#">HelpLink</a>       | Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> .)                                       |
|    | <a href="#">HResult</a>        | Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> .)                    |
|    | <a href="#">InnerException</a> | Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> .)                             |
|    | <a href="#">Message</a>        | Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> .)   |
|    | <a href="#">Source</a>         | Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> .)                              |
|    | <a href="#">StackTrace</a>     | Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> .)                                    |
|  | <a href="#">TargetSite</a>     | Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> .)   |

### See Also

[StpException Class](#)

[StpSDK Namespace](#)

## StpException.StpException Methods

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

### Methods

|  | Name                             | Description   |
|--|----------------------------------|---|
|  | <a href="#">Equals</a>           | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .)   |
|  | <a href="#">GetBaseException</a> | When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> .) |
|  | <a href="#">GetHashCode</a>      | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)  |
|  | <a href="#">GetObjectData</a>    | When overridden in a derived class, sets the <a href="#">SerializationInfo</a> with information about the exception. (Inherited from <a href="#">Exception</a> .)                   |
|  | <a href="#">GetType</a>          | Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> .)   |
|  | <a href="#">ToString</a>         | Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> .)  |

### See Also

[StpException Class](#)

[StpSDK Namespace](#)

## StpInformDelegate Delegate

The delegate that describes the function prototype for STP Inform events

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void StpInformDelegate(
    string stpEvent
)
```

#### C++

```
public delegate void StpInformDelegate(
    String^ stpEvent
)
```

### Parameters

*stpEvent*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## StpItem Class

Common STP item root class

### Inheritance Hierarchy

[System.Object](#)

[StpSDK.StpItem](#)

[StpSDK.StpSymbol](#)

[StpSDK.StpTask](#)

[StpSDK.StpTaskOrgRelationship](#)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpItem : IPrologTerm
```

#### C++

```
public ref class StpItem : IPrologTerm
```

The **StpItem** type exposes the following members.

### Constructors

|  | Name                            | Description                   |
|--|---------------------------------|-------------------------------|
|  | <a href="#">StpItem()</a>       | Constructor                   |
|  | <a href="#">StpItem(String)</a> | Construct and initialize type |

### Properties

|  | Name                            | Description  |
|--|---------------------------------|--|
|  | <a href="#">Alternates</a>      | Alternate interpretations for this symbol  |
|  | <a href="#">Confidence</a>      | Confidence of the interpretation of the user's action  |
|  | <a href="#">CreatorRole</a>     | Current role performing the edit   |
|  | <a href="#">FullDescription</a> | Detailed item description  |
|  | <a href="#">Order</a>           | Alternate index: 0 is the most likely, followed by 1,2,...                                   |
|  | <a href="#">ParentCoa</a>       | Unique id of COA containing symbol   |
|  | <a href="#">Poid</a>            | Unique identifier  |
|  | <a href="#">Type</a>            | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" |

## Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

## See Also

[StpSDK Namespace](#)

## StpItem Constructor

### Overload List

|   | Name                            | Description                   |
|---|---------------------------------|-------------------------------|
|  | <a href="#">StpItem()</a>       | Constructor                   |
|  | <a href="#">StpItem(String)</a> | Construct and initialize type |

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public StpItem()
```

**C++**

```
public:  
  StpItem()
```

### See Also

[StpItem Class](#)

[StpItem Overload](#)

[StpSDK Namespace](#)

## StpItem Constructor (String)

Construct and initialize type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpItem(  
    string fsType  
)
```

#### C++

```
public:  
    StpItem(  
        String^ fsType  
)
```

### Parameters

*fsType*

Type: [System.String](#)

### See Also

[StpItem Class](#)

[StpItem Overload](#)

[StpSDK Namespace](#)

## StpItem.StpItem Properties

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

### Properties

|   | <b>Name</b>                     | <b>Description</b>   |
|---|---------------------------------|--|
|  | <a href="#">Alternates</a>      | Alternate interpretations for this symbol  |
|  | <a href="#">Confidence</a>      | Confidence of the interpretation of the user's action  |
|  | <a href="#">CreatorRole</a>     | Current role performing the edit   |
|  | <a href="#">FullDescription</a> | Detailed item description  |
|  | <a href="#">Order</a>           | Alternate index: 0 is the most likely, followed by 1,2,...                                   |
|  | <a href="#">ParentCoa</a>       | Unique id of COA containing symbol   |
|  | <a href="#">Poid</a>            | Unique identifier  |
|  | <a href="#">Type</a>            | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" |

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.Alternates Property

Alternate interpretations for this symbol

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<StpItem> Alternates { get; set; }
```

#### C++

```
public:  
property List<StpItem^>^ Alternates {  
    List<StpItem^>^ get ();  
    void set (List<StpItem^>^ value);  
}
```

*Property Value*

Type: [List\(StpItem\)](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.Confidence Property

Confidence of the interpretation of the user's action

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property double Confidence {  
    double get();  
    void set (double value);  
}
```

*Property Value*

Type: [Double](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.CreatorRole Property

Current role performing the edit

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string CreatorRole { get; set; }
```

#### C++

```
public:  
property String^ CreatorRole {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.FullDescription Property

Detailed item description

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public virtual string FullDescription { get; }
```

#### C++

```
public:
virtual property String^ FullDescription {
    String^ get ();
}
```

*Property Value*

Type: [String](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.Order Property

Alternate index: 0 is the most likely, followed by 1,2,...

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:
virtual property int Order {
    int get () sealed;
    void set (int value) sealed;
}
```

### Property Value

Type: [Int32](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.ParentCoa Property

Unique id of COA containing symbol

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string ParentCoa { get; set; }
```

#### C++

```
public:
virtual property String^ ParentCoa {
    String^ get () sealed;
    void set (String^ value) sealed;
}
```

*Property Value*

Type: [String](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.Poid Property

Unique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Poid { get; set; }
```

#### C++

```
public:
virtual property String^ Poid {
    String^ get () sealed;
    void set (String^ value) sealed;
}
```

*Property Value*

Type: [String](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.Type Property

Object type: "unit", "mootw", "tg", "task", "task\_org\_unit", "task\_org\_relationship", "edit"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:
virtual property String^ Type {
    String^ get () sealed;
    void set (String^ value) sealed;
}
```

### Property Value

Type: [String](#)

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpItem.StpItem Methods

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

### Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

### See Also

[StpItem Class](#)

[StpSDK Namespace](#)

## StpOaaConnector Class

Communication with STP's native pubsub subsystem (the OAA-based Facilitator)

### Inheritance Hierarchy

[System.Object](#)

**Agent**

[StpSDK.StpOaaConnector](#)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpOaaConnector : Agent,
    IStpConnector
```

#### C++

```
public ref class StpOaaConnector : public Agent,
    IStpConnector
```

The **StpOaaConnector** type exposes the following members.

### Constructors

|  | Name  | Description   |
|--|---|---|
|  | <a href="#">StpOaaConnector(ILogger)</a>                | Connector construction - defaults to localhost:9595 |
|  | <a href="#">StpOaaConnector(ILogger, String, Int32)</a> | Construct a connector to the OAA pub/sub system     |

### Properties

|  | Name             | Description                     |
|--|------------------|---------------------------------|
|  | <b>Auth</b>      | (Inherited from <b>Agent</b> .) |
|  | <b>BaseName</b>  | (Inherited from <b>Agent</b> .) |
|  | <b>Connected</b> | (Inherited from <b>Agent</b> .) |
|  | <b>Host</b>      | (Inherited from <b>Agent</b> .) |
|  | <b>Name</b>      | (Inherited from <b>Agent</b> .) |
|  | <b>Port</b>      | (Inherited from <b>Agent</b> .) |

### Methods

|  | Name                    | Description                                |
|--|-------------------------|--|
|  | <a href="#">Connect</a> | Establish a connection with the STP engine |

|  |   |
|--|---|
|  <a href="#">Disconnect</a>                           | Disconnect from the STP runtime   |
|  <a href="#">Dispose</a>                              | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">Equals</a>                               | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  <a href="#">GetHashCode</a>                          | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  <a href="#">GetType</a>                              | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  <a href="#">LogToFacilitator(String, LogLevel)</a>   | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">LogToFacilitator(String, TraceLevel)</a> | <b>Obsolete.</b><br>(Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">LogToStp</a>                             | Add entry to the central STP log - called by the logging infrastructure   |
|  <a href="#">Register</a>                             | Register service with the STP pubsub (Facilitator)  |
|  <a href="#">SendStatusMessage</a>                    | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">SetAgentName</a>                         | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">StpInform</a>                            | Post message to STP   |
|  <a href="#">StpRequest</a>                           | Post message and await response from STP (remote RPC style)   |
|  <a href="#">ToString</a>                           | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

## Events

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">OnStpCommunicationError</a> | Event raised when there is an error communicating with STP                    |             |
|  <a href="#">OnStpInform</a>             | An event that you subscribe to in order to receive Symbol recognition events. |             |
|  <a href="#">OnStpRequest</a>            | An event that you subscribe to in order to receive Symbol recognition events. |             |

## See Also

[StpSDK Namespace](#)

## StpOaaConnector Constructor

### Overload List

| Name   | Description   |
|--|---|
|  <a href="#">StpOaaConnector(ILocator)</a>                | Connector construction - defaults to localhost:9595 |
|  <a href="#">StpOaaConnector(ILocator, String, Int32)</a> | Construct a connector to the OAA pub/sub system     |

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector Constructor (ILogger)

Connector construction - defaults to localhost:9595

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpOaaConnector(  
    ILogger logger  
)
```

#### C++

```
public:  
    StpOaaConnector(  
        ILogger^ logger  
)
```

### Parameters

*logger*

Type: [Microsoft.Extensions.Logging.ILogger](#)

### See Also

[StpOaaConnector Class](#)

[StpOaaConnector Overload](#)

[StpSDK Namespace](#)

## StpOaaConnector Constructor (ILogger, String, Int32)

Construct a connector to the OAA pub/sub system

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpOaaConnector(  
    ILogger logger,  
    string stpHost,  
    int stpPort  
)
```

#### C++

```
public:  
    StpOaaConnector(  
        ILogger^ logger,  
        String^ stpHost,  
        int stpPort  
)
```

### Parameters

*logger*

Type: [Microsoft.Extensions.Logging.ILogger](#)

*stpHost*

Type: [System.String](#)

*stpPort*

Type: [System.Int32](#)

### See Also

[StpOaaConnector Class](#)

[StpOaaConnector Overload](#)

[StpSDK Namespace](#)

## StpOaaConnector.StpOaaConnector Properties

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

### Properties

|   | Name             | Description                              |
|---|------------------|--|
|  | <b>Auth</b>      | (Inherited from <a href="#">Agent</a> .) |
|  | <b>BaseName</b>  | (Inherited from <a href="#">Agent</a> .) |
|  | <b>Connected</b> | (Inherited from <a href="#">Agent</a> .) |
|  | <b>Host</b>      | (Inherited from <a href="#">Agent</a> .) |
|  | <b>Name</b>      | (Inherited from <a href="#">Agent</a> .) |
|  | <b>Port</b>      | (Inherited from <a href="#">Agent</a> .) |

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.StpOaaConnector Methods

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

### Methods

|  | <b>Name</b>  | <b>Description</b>  |
|--|--|---|
|  <a href="#">Connect</a>                              |  | Establish a connection with the STP engine  |
|  <a href="#">Disconnect</a>                           |  | Disconnect from the STP runtime   |
|  <a href="#">Dispose</a>                              |  | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">Equals</a>                               |  | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  <a href="#">GetHashCode</a>                          |  | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  <a href="#">GetType</a>                              |  | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  <a href="#">LogToFacilitator(String, LogLevel)</a>   |  | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">LogToFacilitator(String, TraceLevel)</a> | <b>Obsolete.</b><br>(Inherited from <a href="#">Agent</a> .) |   |
|  <a href="#">LogToStp</a>                             |  | Add entry to the central STP log - called by the logging infrastructure   |
|  <a href="#">Register</a>                            |  | Register service with the STP pubsub (Facilitator)  |
|  <a href="#">SendStatusMessage</a>                  |  | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">SetAgentName</a>                       |  | (Inherited from <a href="#">Agent</a> .)  |
|  <a href="#">StpInform</a>                          |  | Post message to STP   |
|  <a href="#">StpRequest</a>                         |  | Post message and await response from STP (remote RPC style)   |
|  <a href="#">ToString</a>                           |  | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.Connect Method

Establish a connection with the STP engine

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool Connect(
    bool exitAppIfNoConnection = true,
    int secondsToRetry = 0
)
```

#### C++

```
public:
virtual bool Connect(
    bool exitAppIfNoConnection = true,
    int secondsToRetry = 0
) sealed
```

### Parameters

*exitAppIfNoConnection* (Optional)

Type: [System.Boolean](#)

Forces the application to exit in case there is a failure in communication with STP

*secondsToRetry* (Optional)

Type: [System.Int32](#)

Optional number of seconds to wait for agent connection to succeed.

### Return Value

Type: [Boolean](#)

True if connected successfully, false otherwise

### Implements

[IStpConnector.Connect\(Boolean, Int32\)](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.Disconnect Method

Disconnect from the STP runtime

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void Disconnect()
```

#### C++

```
public:  
virtual void Disconnect() sealed
```

*Implements*

[IStpConnector.Disconnect\(\)](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.LogToStp Method

Add entry to the central STP log - called by the logging infrastructure

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void LogToStp(  
    string message,  
    TraceLevel level  
)
```

#### C++

```
public:  
virtual void LogToStp(  
    String^ message,  
    TraceLevel level  
) sealed
```

### Parameters

*message*

Type: [System.String](#)

*level*

Type: [System.Diagnostics.TraceLevel](#)

*Implements*

[IStpConnector.LogToStp\(String, TraceLevel\)](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.Register Method

Register service with the STP pubsub (Facilitator)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool Register(  
    string agentName,  
    string solvables,  
    string machineId = null  
)
```

#### C++

```
public:  
virtual bool Register(  
    String^ agentName,  
    String^ solvables,  
    String^ machineId = nullptr  
) sealed
```

#### Parameters

*agentName*

Type: [System.String](#)

Identification of the application that is joining STP

*solvables*

Type: [System.String](#)

*machineId* (Optional)

Type: [System.String](#)

Optional string identifying the instance being registered. The default is a unique id of the machine where the invoking service is running

#### Return Value

Type: [Boolean](#)

True if registration was successful

#### Implements

[IStpConnector.Register\(String, String, String\)](#)

#### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.StpInform Method

Post message to STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool StpInform(
    string stpEvent,
    string parmList = null
)
```

#### C++

```
public:
virtual bool StpInform(
    String^ stpEvent,
    String^ parmList = nullptr
) sealed
```

### Parameters

*stpEvent*

Type: [System.String](#)

*parmList* (Optional)

Type: [System.String](#)

*Return Value*

Type: [Boolean](#)

### Implements

[IStpConnector.StpInform\(String, String\)](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.StpRequest Method

Post message and await response from STP (remote RPC style)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<string> StpRequest(
    string stpEvent
)
```

#### C++

```
public:
virtual List<String^>^ StpRequest(
    String^ stpEvent
) sealed
```

### Parameters

*stpEvent*

Type: [System.String](#)

*Return Value*

Type: [List\(String\)](#)

### Implements

[IStpConnector.StpRequest\(String\)](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.StpOaaConnector Events

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

### Events

|   | Name                                    | Description   |
|---|---|---|
|  | <a href="#">OnStpCommunicationError</a> | Event raised when there is an error communicating with STP                    |
|  | <a href="#">OnStpInform</a>             | An event that you subscribe to in order to receive Symbol recognition events. |
|  | <a href="#">OnStpRequest</a>            | An event that you subscribe to in order to receive Symbol recognition events. |

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.OnStpCommunicationError Event

Event raised when there is an error communicating with STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpCommunicationErrorDelegate OnStpCommunicationError
```

#### C++

```
public:
virtual event StpCommunicationErrorDelegate^ OnStpCommunicationError {
    void add (StpCommunicationErrorDelegate^ value);
    void remove (StpCommunicationErrorDelegate^ value);
}
```

*Value*

Type: [StpSDK.StpCommunicationErrorDelegate](#)

*Implements*

[IStpConnector.OnStpCommunicationError](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.OnStpInform Event

An event that you subscribe to in order to receive Symbol recognition events.

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpInformDelegate OnStpInform
```

#### C++

```
public:
virtual event StpInformDelegate^ OnStpInform {
    void add (StpInformDelegate^ value);
    void remove (StpInformDelegate^ value);
}
```

*Value*

Type: [StpSDK.StpInformDelegate](#)

*Implements*

[IStpConnector.OnStpInform](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpOaaConnector.OnStpRequest Event

An event that you subscribe to in order to receive Symbol recognition events.

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRequestDelegate OnStpRequest
```

#### C++

```
public:
virtual event StpRequestDelegate^ OnStpRequest {
    void add (StpRequestDelegate^ value);
    void remove (StpRequestDelegate^ value);
}
```

### Value

Type: [StpSDK.StpRequestDelegate](#)

### Implements

[IStpConnector.OnStpRequest](#)

### See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

## StpRecognizer Class

Commands and events to interact with Sketch-Thru-Plan (STP)

### Inheritance Hierarchy

[System.Object](#)

StpSDK.StpRecognizer

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpRecognizer : IDisposable
```

#### C++

```
public ref class StpRecognizer : IDisposable
```

The **StpRecognizer** type exposes the following members.

### Constructors

|   | Name                          | Description               |
|---|-------------------------------|---------------------------|
|  | <a href="#">StpRecognizer</a> | Constructs STP SDK object |

### Methods

|   | Name                                   | Description  |
|---|--|--|
|  | <a href="#">AddSymbol</a>              | Command the creation of a new STP symbol. STP will respond with an object creation event                     |
|  | <a href="#">AddTask</a>                | Command the STP runtime to add a task. STP will respond with an object updated event                         |
|  | <a href="#">AddTaskOrgRelationship</a> | Command the creation of a new STP Task Org relationship. STP will respond with an object creation event      |
|  | <a href="#">AddTaskOrgUnit</a>         | Command the creation of a new STP Task Org unit. STP will respond with an object creation event              |
|  | <a href="#">AdvertiseViewport</a>      | Advertise the dimensions of an updated Viewport  |
|  | <a href="#">ChooseAlternate</a>        | Pick an alternate recognition for a symbol/task. The STP runtime responds with an object chosen notification |
|  | <a href="#">ConfirmTask</a>            | Mark a task as completed. STP will respond with an object updated event                                      |
|  | <a href="#">Connect</a>                | Connect to the STP runtime   |

|  |  |
|--|--|
|  <a href="#">ConnectAndRegister</a>                 | Connect to the STP runtime and register the service with STP, establishing name and events/messages subscription   |
|  <a href="#">ConvertToTranscription</a>             | Convert alphabetic, numerical typed info to transcription-style text, e.g. "10" becomes "ten", "a" becomes "alpha" |
|  <a href="#">CreateCoa</a>                          | Create a new COA   |
|  <a href="#">DeleteSymbol</a>                       | Command the STP runtime to delete a symbol/task. STP will respond with an object updated event                     |
|  <a href="#">DeleteTask</a>                         | Command the STP runtime to delete a task. STP will respond with an object updated event                            |
|  <a href="#">DeleteTaskOrgRelationship</a>          | Command the STP runtime to delete a Task Org relationship. STP will respond with an object updated event           |
|  <a href="#">DeleteTaskOrgUnit</a>                  | Command the STP runtime to delete a Task Org Unit. STP will respond with an object updated event                   |
|  <a href="#">Disconnect</a>                         | Disconnect from the STP runtime  |
|  <a href="#">Dispose</a>                            | Dispose  |
|  <a href="#">Equals</a>                             | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .)  |
|  <a href="#">ExportCoa</a>                          | Cause an export_coa message to be propagated.  |
|  <a href="#">GetAllScenarioPoidObjects</a>        | Get all current STP objects, including state   |
|  <a href="#">GetHashCode</a>                      | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                     |
|  <a href="#">GetScenarioObjectSetContent</a>      | Get the current STP objects in a serialized (string) format  |
|  <a href="#">GetType</a>                          | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                   |
|  <a href="#">ImportExternalData</a>               | Launch the process to import external data   |
|  <a href="#">ImportObjectSet</a>                  | Import list of objects into a project  |
|  <a href="#">JoinScenarioSession</a>              | Load all current STP objects into a project - this emulates receiving the STP events to create objects             |
|  <a href="#">LoadNewScenario</a>                  | Load a new scenario, clearing any previous state that might have been loaded into STP                              |
|  <a href="#">LoadObjectSet</a>                    | Load STP plan data   |
|  <a href="#">MergeScenarioData</a>                | Load a new scenario, clearing any previous state that might have been loaded into STP                              |
|  <a href="#">PushCoa</a>                          | Cause an push_coa_to_server message to be propagated.  |
|  <a href="#">RecognizeNow</a>                     | Force the system to perform a recognition on any strokes sent without waiting for the segmentation timeout         |
|  <a href="#">Register(String)</a>                 | Register service with STP, establishing name and events/messages subscription                                      |
|  <a href="#">Register(String, String, String)</a> | Register service with STP, establishing name and events/messages subscription                                      |

|  |   |
|--|---|
|  <a href="#">RequestActiveCoas</a>              | Get list of currently defined COAs  |
|  <a href="#">RequestActiveScenario</a>          | Get currently defined planning scenario   |
|  <a href="#">RequestAllPoidObjects</a>          | Get a list of all STP entities currently defined, including symbols, tasks, TO elements, etc        |
|  <a href="#">RequestPoidObject</a>              | Get STP entities (symbol, task, TO element, etc) with a specific id (poid)                          |
|  <a href="#">ResetSegmentationTimeout</a>       | Reset the segmentation timeout to its default settings  |
|  <a href="#">ResetStpScenario</a>               | Clear STP's scenario data   |
|  <a href="#">ResetWaitTimeout</a>               | Reset the time waited between strokes to the default  |
|  <a href="#">SendInk</a>                        | Sends sketch ink from your map to STP   |
|  <a href="#">SendPenDown</a>                    | Send a pen down message   |
|  <a href="#">SendSimulatedSpeechRecognition</a> | Send a (typed in) string of text that the system will treat as if it came from speech recognition   |
|  <a href="#">SendSpeechRecognition</a>          | Send transcribed speech results, as obtained by a speech recognizer                                 |
|  <a href="#">SetSegmentationTimeout</a>         | Optimize the system by reducing latency (decreasing segmentation timing) for various user behaviors |
|  <a href="#">SetSpeechListening</a>             | Set the listening state of the speech recognizer.   |
|  <a href="#">SetWaitTimeout</a>               | Set the time waited between strokes   |
|  <a href="#">Stop</a>                         | Stop STP recognition  |
|  <a href="#">SwitchRoleAndCoa</a>             | Switch to a COA / Role pairing that will be used as the default henceforth                          |
|  <a href="#">ToString</a>                     | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)      |
|  <a href="#">UndoLastOp</a>                   | Undo the last operation performed on an object with a given poid                                    |
|  <a href="#">UpdateSymbol</a>                 | Command the update of an STP symbol. STP will respond with an object updated event                  |
|  <a href="#">UpdateTask</a>                   | Command the STP runtime to update a task. STP will respond with an object updated event             |
|  <a href="#">UpdateTaskOrgRelationship</a>    | Command the update of an STP Task Org relationship. STP will respond with an object updated event   |
|  <a href="#">UpdateTaskOrgUnit</a>            | Command the update of an STP Task Org unit. STP will respond with an object updated event           |

## Events

| Name   | Description                             |
|--|---|
|  <a href="#">OnCoaAdded</a> | Event raised when a COA is added by STP |

|   |  |
|---|--|
|  <a href="#">OnCoaSwitched</a>                   | Event raised when a COA switch is requested by STP   |
|  <a href="#">OnConnectionError</a>               | Event raised when STP connection error occur   |
|  <a href="#">OnDataExportCompleted</a>           | Event raised when a data export operation has been completed (and progress dialogs, etc can be closed)   |
|  <a href="#">OnInkProcessed</a>                  | Event raised when ink can be removed from STP (has been processed)   |
|  <a href="#">OnListen</a>                        | Event raised when a listen event is received by STP, signaling that the audio recognition should be activated  |
|  <a href="#">OnLoadObjectsCompleted</a>          | Event raised when all scenario objects have been loaded by STP (and progress dialogs, etc can be closed)   |
|  <a href="#">OnMapOperation</a>                  | Event raised when a map operation (zoom,pan,...) is requested by STP   |
|  <a href="#">OnPenDown</a>                       | Event raised when a pen down event is received by STP  |
|  <a href="#">OnPenUp</a>                         | Event raised when a pen up event is received by STP  |
|  <a href="#">OnRoleSwitched</a>                  | Event raised when a role switch is requested by STP  |
|  <a href="#">OnShutdown</a>                      | Event raised when STP is shutting down - clients should consider if they should shutdown as well, or otherwise change stte to indicate STP is no longer active |
|  <a href="#">OnSpeechRecognized</a>             | Event when speech recognition results are made available by STP  |
|  <a href="#">OnStpMessage</a>                  | Event raised when STP-generated messages are received  |
|  <a href="#">OnSymbolAdded</a>                 | Event raised when a symbol is added by STP   |
|  <a href="#">OnSymbolAlternateChosen</a>       | Event raised when a particular symbol alternates is chosen by a user   |
|  <a href="#">OnSymbolDeleted</a>               | Event raised when a symbol is deleted by STP   |
|  <a href="#">OnSymbolEdited</a>                | Event raised when a symbol edit operation (move, delete,...) is requested by STP   |
|  <a href="#">OnSymbolModified</a>              | Event raised when a symbol is modified by STP  |
|  <a href="#">OnSymbolReport</a>                | Event raised when a Report is received that updates a symbol position or health  |
|  <a href="#">OnTaskAdded</a>                   | Event raised when a task is recognized by STP  |
|  <a href="#">OnTaskDeleted</a>                 | Event raised when a task is deleted by STP   |
|  <a href="#">OnTaskModified</a>                | Event raised when a task is modified by STP  |
|  <a href="#">OnTaskOrgRelationshipAdded</a>    | Event raised when a task org unit is recognized by STP   |
|  <a href="#">OnTaskOrgRelationshipDeleted</a>  | Event raised when a task org unit is deleted by STP  |
|  <a href="#">OnTaskOrgRelationshipModified</a> | Event raised when a task org unit is modified by STP   |
|  <a href="#">OnTaskOrgUnitAdded</a>            | Event raised when a task org unit is recognized by STP   |
|  <a href="#">OnTaskOrgUnitDeleted</a>          | Event raised when a task org unit is deleted by STP  |

|  |  |
|--|--|
|  <a href="#"><u>OnTaskOrgUnitModified</u></a> | Event raised when a task org unit is modified by STP |
|--|--|

#### Remarks

Represents an abstracted connection to the STP system primarily for the purpose of sending ink and speech, and receiving recognition messages in the military domain

#### See Also

[StpSDK Namespace](#)

## StpRecognizer Constructor

Constructs STP SDK object

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpRecognizer(  
    IStpConnector stpConnector  
)
```

#### C++

```
public:  
    StpRecognizer(  
        IStpConnector^ stpConnector  
)
```

### Parameters

*stpConnector*

Type: [StpSDK.IStpConnector](#)

STP communication object using some specific protocol

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.StpRecognizer Methods

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

### Methods

| Name                                      | Description  |
|---|--|
| <a href="#">AddSymbol</a>                 | Command the creation of a new STP symbol. STP will respond with an object creation event                           |
| <a href="#">AddTask</a>                   | Command the STP runtime to add a task. STP will respond with an object updated event                               |
| <a href="#">AddTaskOrgRelationship</a>    | Command the creation of a new STP Task Org relationship. STP will respond with an object creation event            |
| <a href="#">AddTaskOrgUnit</a>            | Command the creation of a new STP Task Org unit. STP will respond with an object creation event                    |
| <a href="#">AdvertiseViewport</a>         | Advertise the dimensions of an updated Viewport  |
| <a href="#">ChooseAlternate</a>           | Pick an alternate recognition for a symbol/task. The STP runtime responds with an object chosen notification       |
| <a href="#">ConfirmTask</a>               | Mark a task as completed. STP will respond with an object updated event  |
| <a href="#">Connect</a>                   | Connect to the STP runtime   |
| <a href="#">ConnectAndRegister</a>        | Connect to the STP runtime and register the service with STP, establishing name and events/messages subscription   |
| <a href="#">ConvertToTranscription</a>    | Convert alphabetic, numerical typed info to transcription-style text, e.g. "10" becomes "ten", "a" becomes "alpha" |
| <a href="#">CreateCoa</a>                 | Create a new COA   |
| <a href="#">DeleteSymbol</a>              | Command the STP runtime to delete a symbol/task. STP will respond with an object updated event                     |
| <a href="#">DeleteTask</a>                | Command the STP runtime to delete a task. STP will respond with an object updated event                            |
| <a href="#">DeleteTaskOrgRelationship</a> | Command the STP runtime to delete a Task Org relationship. STP will respond with an object updated event           |
| <a href="#">DeleteTaskOrgUnit</a>         | Command the STP runtime to delete a Task Org Unit. STP will respond with an object updated event                   |
| <a href="#">Disconnect</a>                | Disconnect from the STP runtime  |
| <a href="#">Dispose</a>                   | Dispose  |
| <a href="#">Equals</a>                    | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .)  |
| <a href="#">ExportCoa</a>                 | Cause an export_coa message to be propagated.  |
| <a href="#">GetAllScenarioPoidObjects</a> | Get all current STP objects, including state   |
| <a href="#">GetHashCode</a>               | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                     |

|  |  |
|--|--|
|  <a href="#">GetScenarioObjectSetContent</a>      | Get the current STP objects in a serialized (string) format  |
|  <a href="#">GetType</a>                          | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)           |
|  <a href="#">ImportExternalData</a>               | Launch the process to import external data   |
|  <a href="#">ImportObjectSet</a>                  | Import list of objects into a project  |
|  <a href="#">JoinScenarioSession</a>              | Load all current STP objects into a project - this emulates receiving the STP events to create objects     |
|  <a href="#">LoadNewScenario</a>                  | Load a new scenario, clearing any previous state that might have been loaded into STP                      |
|  <a href="#">LoadObjectSet</a>                    | Load STP plan data   |
|  <a href="#">MergeScenarioData</a>                | Load a new scenario, clearing any previous state that might have been loaded into STP                      |
|  <a href="#">PushCoa</a>                          | Cause an <code>push_coa_to_server</code> message to be propagated.   |
|  <a href="#">RecognizeNow</a>                     | Force the system to perform a recognition on any strokes sent without waiting for the segmentation timeout |
|  <a href="#">Register(String)</a>                 | Register service with STP, establishing name and events/messages subscription                              |
|  <a href="#">Register(String, String, String)</a> | Register service with STP, establishing name and events/messages subscription                              |
|  <a href="#">RequestActiveCoas</a>               | Get list of currently defined COAs   |
|  <a href="#">RequestActiveScenario</a>          | Get currently defined planning scenario  |
|  <a href="#">RequestAllPoidObjects</a>          | Get a list of all STP entities currently defined, including symbols, tasks, TO elements, etc               |
|  <a href="#">RequestPoidObject</a>              | Get STP entities (symbol, task, TO element, etc) with a specific id (poid)                                 |
|  <a href="#">ResetSegmentationTimeout</a>       | Reset the segmentation timeout to its default settings   |
|  <a href="#">ResetStpScenario</a>               | Clear STP's scenario data  |
|  <a href="#">ResetWaitTimeout</a>               | Reset the time waited between strokes to the default   |
|  <a href="#">SendInk</a>                        | Sends sketch ink from your map to STP  |
|  <a href="#">SendPenDown</a>                    | Send a pen down message  |
|  <a href="#">SendSimulatedSpeechRecognition</a> | Send a (typed in) string of text that the system will treat as if it came from speech recognition          |
|  <a href="#">SendSpeechRecognition</a>          | Send transcribed speech results, as obtained by a speech recognizer  |
|  <a href="#">SetSegmentationTimeout</a>         | Optimize the system by reducing latency (decreasing segmentation timing) for various user behaviors        |
|  <a href="#">SetSpeechListening</a>             | Set the listening state of the speech recognizer.  |
|  <a href="#">SetWaitTimeout</a>                 | Set the time waited between strokes  |
|  <a href="#">Stop</a>                           | Stop STP recognition   |

|   |   |
|---|---|
|  <a href="#">SwitchRoleAndCoa</a>          | Switch to a COA / Role pairing that will be used as the default henceforth                        |
|  <a href="#">ToString</a>                  | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)    |
|  <a href="#">UndoLastOp</a>                | Undo the last operation performed on an object with a given poid                                  |
|  <a href="#">UpdateSymbol</a>              | Command the update of an STP symbol. STP will respond with an object updated event                |
|  <a href="#">UpdateTask</a>                | Command the STP runtime to update a task. STP will respond with an object updated event           |
|  <a href="#">UpdateTaskOrgRelationship</a> | Command the update of an STP Task Org relationship. STP will respond with an object updated event |
|  <a href="#">UpdateTaskOrgUnit</a>         | Command the update of an STP Task Org unit. STP will respond with an object updated event         |

## See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.AddSymbol Method

Command the creation of a new STP symbol. STP will respond with an object creation event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void AddSymbol(  
    StpItem stpSymbol  
)
```

#### C++

```
public:  
void AddSymbol(  
    StpItem^ stpSymbol  
)
```

### Parameters

*stpSymbol*

Type: [StpSDK.StpItem](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.AddTask Method

Command the STP runtime to add a task. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void AddTask(  
    StpTask stpTask  
)
```

#### C++

```
public:  
void AddTask(  
    StpTask^ stpTask  
)
```

### Parameters

*stpTask*

Type: [StpSDK.StpTask](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.AddTaskOrgRelationship Method

Command the creation of a new STP Task Org relationship. STP will respond with an object creation event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void AddTaskOrgRelationship(  
    StpTaskOrgUnit stpToUnit  
)
```

#### C++

```
public:  
void AddTaskOrgRelationship(  
    StpTaskOrgUnit^ stpToUnit  
)
```

### Parameters

*stpToUnit*

Type: [StpSDK.StpTaskOrgUnit](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.AddTaskOrgUnit Method

Command the creation of a new STP Task Org unit. STP will respond with an object creation event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void AddTaskOrgUnit(  
    StpTaskOrgUnit stpToUnit  
)
```

#### C++

```
public:  
void AddTaskOrgUnit(  
    StpTaskOrgUnit^ stpToUnit  
)
```

### Parameters

*stpToUnit*

Type: [StpSDK.StpTaskOrgUnit](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.AdvertiseViewport Method

Advertise the dimensions of an updated Viewport

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void AdvertiseViewport(  
    LatLon topLeft,  
    LatLon botRight  
)
```

#### C++

```
public:  
void AdvertiseViewport(  
    LatLon^ topLeft,  
    LatLon^ botRight  
)
```

### Parameters

*topLeft*

Type: [StpSDK.LatLon](#)

*botRight*

Type: [StpSDK.LatLon](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ChooseAlternate Method

Pick an alternate recognition for a symbol/task. The STP runtime responds with an object chosen notification

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ChooseAlternate(  
    string poid,  
    int nbestIndex  
)
```

#### C++

```
public:  
void ChooseAlternate(  
    String^ poid,  
    int nbestIndex  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*nbestIndex*

Type: [System.Int32](#)

Zero-based index indicating which alternate should become active

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ConfirmTask Method

Mark a task as completed. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ConfirmTask(  
    string poid,  
    int index  
)
```

#### C++

```
public:  
void ConfirmTask(  
    String^ poid,  
    int index  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*index*

Type: [System.Int32](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.Connect Method

Connect to the STP runtime

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool Connect(  
    int secondsToRetry = 0  
)
```

#### C++

```
public:  
bool Connect(  
    int secondsToRetry = 0  
)
```

### Parameters

*secondsToRetry* (Optional)

Type: [System.Int32](#)

Optional number of seconds to wait for agent connection to succeed. 0 or omit parameter to not retry, or less than 0 for infinite wait.

### Return Value

Type: [Boolean](#)

true if successful, or false if a connection could not be established

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ConnectAndRegister Method

Connect to the STP runtime and register the service with STP, establishing name and events/messages subscription

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool ConnectAndRegister(
    string appName,
    int secondsToRetry = 0
)
```

#### C++

```
public:
bool ConnectAndRegister(
    String^ appName,
    int secondsToRetry = 0
)
```

### Parameters

*appName*

Type: [System.String](#)

Identification of the application that is joining STP

*secondsToRetry* (Optional)

Type: [System.Int32](#)

Optional number of seconds to wait for agent connection to succeed. 0 or omit parameter to not retry, or less than 0 for infinite wait.

### Return Value

Type: [Boolean](#)

true if successful, or false if a connection could not be established

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ConvertToTranscription Method

Convert alphabetic, numerical typed info to transcription-style text, e.g. "10" becomes "ten", "a" becomes "alpha"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<SpeechRecoItem> ConvertToTranscription(
    string typedInput
)
```

#### C++

```
public:
List<SpeechRecoItem^>^ ConvertToTranscription(
    String^ typedInput
)
```

#### Parameters

*typedInput*

Type: [System.String](#)

#### Return Value

Type: [List\(SpeechRecoItem\)](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.CreateCoa Method

Create a new COA

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string CreateCoa(
    string name,
    StpRecognizer.CoaAffiliation affiliation,
    string role
)
```

#### C++

```
public:
String^ CreateCoa(
    String^ name,
    StpRecognizer.CoaAffiliation affiliation,
    String^ role
)
```

### Parameters

*name*

Type: [System.String](#)

*affiliation*

Type: [StpSDK.StpRecognizer.CoaAffiliation](#)

friend or hostile

*role*

Type: [System.String](#)

s2, s3, s4, fso, eng

### Return Value

Type: [String](#)

New Coa's poid

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.DeleteSymbol Method

Command the STP runtime to delete a symbol/task. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void DeleteSymbol(  
    string poid  
)
```

#### C++

```
public:  
void DeleteSymbol(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.DeleteTask Method

Command the STP runtime to delete a task. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void DeleteTask(  
    string poid  
)
```

#### C++

```
public:  
void DeleteTask(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.DeleteTaskOrgRelationship Method

Command the STP runtime to delete a Task Org relationship. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void DeleteTaskOrgRelationship(  
    string poid  
)
```

#### C++

```
public:  
void DeleteTaskOrgRelationship(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.DeleteTaskOrgUnit Method

Command the STP runtime to delete a Task Org Unit. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void DeleteTaskOrgUnit(  
    string poid  
)
```

#### C++

```
public:  
void DeleteTaskOrgUnit(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.Disconnect Method

Disconnect from the STP runtime

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void Disconnect()
```

#### C++

```
public:  
void Disconnect()
```

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.Dispose Method

Dispose

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public void Dispose()
```

C++

```
public:  
virtual void Dispose() sealed
```

*Implements*

[IDisposable.Dispose\(\)](#)

See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ExportCoa Method

Cause an export\_coa message to be propagated.

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ExportCoa(
    string projectName,
    string folderPath,
    List<string> coaPoids,
    StpRecognizer.CoaPushType pushType
)
```

#### C++

```
public:
void ExportCoa(
    String^ projectName,
    String^ folderPath,
    List<String^>^ coaPoids,
    StpRecognizer.CoaPushType pushType
)
```

### Parameters

*projectName*

Type: [System.String](#)

*folderPath*

Type: [System.String](#)

*coaPoids*

Type: [System.Collections.Generic.List\(String\)](#)

*pushType*

Type: [StpSDK.StpRecognizer.CoaPushType](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### Remarks

Multiple bridge components may pick this up as a signal to initiate export to another format

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.GetAllScenarioPoidObjects Method

Get all current STP objects, including state

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<PoidObject> GetAllScenarioPoidObjects()
```

#### C++

```
public:  
List<PoidObject^>^ GetAllScenarioPoidObjects()
```

### Return Value

Type: [List\(PoidObject\)](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.GetScenarioObjectSetContent Method

Get the current STP objects in a serialized (string) format

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string GetScenarioObjectSetContent()
```

#### C++

```
public:  
String^ GetScenarioObjectSetContent()
```

### *Return Value*

Type: [String](#)

### Remarks

Just the symbols are retrieved - state information is discarded

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ImportExternalData Method

Launch the process to import external data

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ImportExternalData(
    string filePath
)
```

#### C++

```
public:
void ImportExternalData(
    String^ filePath
)
```

### Parameters

*filePath*

Type: [System.String](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ImportObjectSet Method

Import list of objects into a project

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ImportObjectSet(  
    ObjectSet os  
)
```

#### C++

```
public:  
void ImportObjectSet(  
    ObjectSet^ os  
)
```

### Parameters

*os*

Type: [StpSDK.ObjectSet](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.JoinScenarioSession Method

Load all current STP objects into a project - this emulates receiving the STP events to create objects

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void JoinScenarioSession()
```

#### C++

```
public:  
void JoinScenarioSession()
```

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.LoadNewScenario Method

Load a new scenario, clearing any previous state that might have been loaded into STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void LoadNewScenario(  
    string content,  
    LatLon mapTopLeft,  
    LatLon mapBotRight  
)
```

#### C++

```
public:  
void LoadNewScenario(  
    String^ content,  
    LatLon^ mapTopLeft,  
    LatLon^ mapBotRight  
)
```

### Parameters

*content*

Type: [System.String](#)

Content to load, formatted as object\_set([[element1], [element2], ...])

*mapTopLeft*

Type: [StpSDK.LatLon](#)

Current map extent top-left coord

*mapBotRight*

Type: [StpSDK.LatLon](#)

Current map extent bottom-right coord

### Return Value

Type:

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.LoadObjectSet Method

Load STP plan data

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void LoadObjectSet(  
    ObjectSet os  
)
```

#### C++

```
public:  
void LoadObjectSet(  
    ObjectSet^ os  
)
```

### Parameters

*os*

Type: [StpSDK.ObjectSet](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.MergeScenarioData Method

Load a new scenario, clearing any previous state that might have been loaded into STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void MergeScenarioData(  
    ObjectSet os,  
    LatLon mapTopLeft,  
    LatLon mapBotRight  
)
```

#### C++

```
public:  
void MergeScenarioData(  
    ObjectSet^ os,  
    LatLon^ mapTopLeft,  
    LatLon^ mapBotRight  
)
```

### Parameters

*os*

Type: [StpSDK.ObjectSet](#)

Content to load, formatted as object\_set([[element1], [element2], ...])

*mapTopLeft*

Type: [StpSDK.LatLon](#)

Current map extent top-left coord

*mapBotRight*

Type: [StpSDK.LatLon](#)

Current map extent bottom-right coord

### Return Value

Type:

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.PushCoa Method

Cause an push\_coa\_to\_server message to be propagated.

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void PushCoa(
    string projectName,
    List<string> coaPoids,
    StpRecognizer.CoaPushType pushType
)
```

#### C++

```
public:
void PushCoa(
    String^ projectName,
    List<String^>^ coaPoids,
    StpRecognizer.CoaPushType pushType
)
```

### Parameters

*projectName*

Type: [System.String](#)

*coaPoids*

Type: [System.Collections.Generic.List\(String\)](#)

*pushType*

Type: [StpSDK.StpRecognizer.CoaPushType](#)

### Exceptions

| Exception                                 | Condition |
|---|-----------|
| <a href="#">StpException</a>              |           |
| <a href="#">InvalidOperationException</a> |           |

### Remarks

Multiple bridge components may pick this up as a signal to initiate export to another system

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.RecognizeNow Method

Force the system to perform a recognition on any strokes sent without waiting for the segmentation timeout

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void RecognizeNow()
```

#### C++

```
public:  
void RecognizeNow()
```

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.Register Method

### Overload List

|   | <b>Name</b>   | <b>Description</b>  |
|---|---|---|
|  | <a href="#"><u>Register(String)</u></a>                 | Register service with STP, establishing name and events/messages subscription |
|  | <a href="#"><u>Register(String, String, String)</u></a> | Register service with STP, establishing name and events/messages subscription |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.Register Method (String)

Register service with STP, establishing name and events/messages subscription

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool Register(  
    string apptName  
)
```

#### C++

```
public:  
bool Register(  
    String^ apptName  
)
```

### Parameters

*apptName*

Type: [System.String](#)

Identification of the application that is joining STP

### Return Value

Type: [Boolean](#)

### See Also

[StpRecognizer Class](#)

[Register Overload](#)

[StpSDK Namespace](#)

## StpRecognizer.Register Method (String, String, String)

Register service with STP, establishing name and events/messages subscription

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool Register(  
    string agentName,  
    string solvables,  
    string machineId = null  
)
```

#### C++

```
public:  
bool Register(  
    String^ agentName,  
    String^ solvables,  
    String^ machineId = nullptr  
)
```

### Parameters

*agentName*

Type: [System.String](#)

Identification of the application that is joining STP

*solvables*

Type: [System.String](#)

String listing the event subscriptions for this service

*machineId* (Optional)

Type: [System.String](#)

Optional string identifying the instance being registered. The default is a unique id of the machine where the invoking service is running

### Return Value

Type: [Boolean](#)

### See Also

[StpRecognizer Class](#)

[Register Overload](#)

[StpSDK Namespace](#)

## StpRecognizer.RequestActiveCoas Method

Get list of currently defined COAs

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<Coa> RequestActiveCoas ()
```

#### C++

```
public:  
List<Coa^>^ RequestActiveCoas ()
```

*Return Value*

Type: [List\(Coa\)](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.RequestActiveScenario Method

Get currently defined planning scenario

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public PlanningScenario RequestActiveScenario()
```

#### C++

```
public:  
PlanningScenario^ RequestActiveScenario()
```

### *Return Value*

Type: [PlanningScenario](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.RequestAllPoidObjects Method

Get a list of all STP entities currently defined, including symbols, tasks, TO elements, etc

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<PoidObject> RequestAllPoidObjects()
```

#### C++

```
public:  
List<PoidObject^>^ RequestAllPoidObjects()
```

### Return Value

Type: [List\(PoidObject\)](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.RequestPoidObject Method

Get STP entities (symbol, task, TO element, etc) with a specific id (poid)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public PoidObject RequestPoidObject(  
    string poid  
)
```

#### C++

```
public:  
PoidObject^ RequestPoidObject(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

### Return Value

Type: [PoidObject](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ResetSegmentationTimeout Method

Reset the segmentation timeout to its default settings

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ResetSegmentationTimeout()
```

#### C++

```
public:  
void ResetSegmentationTimeout()
```

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ResetStpScenario Method

Clear STP's scenario data

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ResetStpScenario()
```

#### C++

```
public:  
void ResetStpScenario()
```

### *Return Value*

Type:

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.ResetWaitTimeout Method

Reset the time waited between strokes to the default

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ResetWaitTimeout()
```

#### C++

```
public:  
void ResetWaitTimeout()
```

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SendInk Method

Sends sketch ink from your map to STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SendInk(
    Size pixelBoundsWindow,
    LatLon topLeftGeoMap,
    LatLon bottomRightGeoMap,
    List<LatLon> strokePoints,
    DateTime timeStrokeStart,
    DateTime timeStrokeEnd,
    List<string> intersectedPoids
)
```

#### C++

```
public:
void SendInk(
    Size pixelBoundsWindow,
    LatLon^ topLeftGeoMap,
    LatLon^ bottomRightGeoMap,
    List<LatLon^>^ strokePoints,
    DateTime timeStrokeStart,
    DateTime timeStrokeEnd,
    List<String^>^ intersectedPoids
)
```

#### Parameters

*pixelBoundsWindow*

Type: [System.Drawing.Size](#)

The pixel bounds of the window. If you do not have this information, then provide a reasonable default such as (640,480).

*topLeftGeoMap*

Type: [StpSDK.LatLon](#)

The geo-coordinates (lat/lon) of the top-left corner of the map. If you do not have this information, then provide a reasonable default such as a 10km square area around the strokePoints you are submitting.

*bottomRightGeoMap*

Type: [StpSDK.LatLon](#)

The geo-coordinates (lat/lon) of the bottom-right corner of the map

*strokePoints*

Type: [System.Collections.Generic.List\(LatLon\)](#)

The location (if single point) or shape (if multi-point)

*timeStrokeStart*

Type: [System.DateTime](#)

The real-time timestamp that the stroke was started. If you do not have a stroke timestamp, you can use the clock time as close as possible to time the stroke was generated, minus any known latency.

*timeStrokeEnd*

Type: [System.DateTime](#)

The real-time timestamp that the stroke was finished. If you do not have this information, add a small sub-second delta to the stroke start time.

*intersectedPoids*

Type: [System.Collections.Generic.List\(String\)](#)

List of ids (poids) of the elements that the stroke intersects with, for example a point or line sketched on top of a unit. This parameter is essential to support the identification of elements that may be target of an edit operation, such as move, delete, or attribute editing

**Remarks**

This method should be called to send each stroke when the user lifts the pen/stylus from the map. It's strongly suggested that you provide as much information as possible

**See Also**

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SendPenDown Method

Send a pen down message

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SendPenDown(
    LatLon location,
    DateTime timestamp
)
```

#### C++

```
public:
void SendPenDown(
    LatLon^ location,
    DateTime timestamp
)
```

### Parameters

#### *location*

Type: [StpSDK.LatLon](#)

The geo-location of the point where the stylus/mouse was pressed.

#### *timestamp*

Type: [System.DateTime](#)

The real-time timestamp that the stroke was started. If you do not have a stroke timestamp, you can use the clock time as close as possible to time the stroke was generated, minus any known latency

### Remarks

You should send this message once for each stroke as the user starts a stroke by pressing the stylus/mouse to the map. When the stylus/mouse is lifted, send the entire stroke (including the first point again) via [SendInk](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SendSimulatedSpeechRecognition Method

Send a (typed in) string of text that the system will treat as if it came from speech recognition

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SendSimulatedSpeechRecognition(
    string typedInput,
    DateTime? startTime = null
)
```

#### C++

```
public:
void SendSimulatedSpeechRecognition(
    String^ typedInput,
    Nullable<DateTime> startTime = nullptr
)
```

### Parameters

*typedInput*

Type: [System.String](#)

Text to be sent as speech - may have numbers, letters that need to be transcribed to look like speech reco transcriptions

*startTime* (Optional)

Type: [System.Nullable\(DateTime\)](#)

The time the speech occurred.

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SendSpeechRecognition Method

Send transcribed speech results, as obtained by a speech recognizer

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SendSpeechRecognition(
    List<SpeechRecoItem> recoList,
    DateTime? startTime = null,
    DateTime? endTime = null
)
```

#### C++

```
public:
void SendSpeechRecognition(
    List<SpeechRecoItem^>^ recoList,
    Nullable<DateTime> startTime = nullptr,
    Nullable<DateTime> endTime = nullptr
)
```

### Parameters

#### recoList

Type: [System.Collections.Generic.List\(SpeechRecoItem\)](#)

List of alternates representing speech recognition hypotheses

#### startTime (Optional)

Type: [System.Nullable\(DateTime\)](#)

The (earliest) time the speech utterance started

#### endTime (Optional)

Type: [System.Nullable\(DateTime\)](#)

The (latest) time the speech utterance ended

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SetSegmentationTimeout Method

Optimize the system by reducing latency (decreasing segmentation timing) for various user behaviors

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SetSegmentationTimeout(  
    double secsTimeout  
)
```

#### C++

```
public:  
void SetSegmentationTimeout(  
    double secsTimeout  
)
```

### Parameters

*secsTimeout*

Type: [System.Double](#)

### Remarks

Timeout is specified in fractional seconds in secsTimeout. A value of 0 will segment after every stroke, so will not allow multi-line sketches. Increasingly large values will increase the time the system waits for the user to draw a follow-on stroke. Some command timeout values can be found in TimingConstants.

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SetSpeechListening Method

Set the listening state of the speech recognizer.

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SetSpeechListening(
    bool listen
)
```

#### C++

```
public:
void SetSpeechListening(
    bool listen
)
```

### Parameters

*listen*

Type: [System.Boolean](#)

### Remarks

In most cases you will set speech to listening=on when your application starts up. In special cases such as noisy environments you want to toggle speech based on a UI event, but this is generally discouraged so that speech and sketch are available at any time. (Extraneous speech will not generally cause problems because the S2C2 system will usually only use speech that occurs around the same time as an ink gesture.)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SetWaitTimeout Method

Set the time waited between strokes

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SetWaitTimeout(  
    double secsTimeout  
)
```

#### C++

```
public:  
void SetWaitTimeout(  
    double secsTimeout  
)
```

### Parameters

*secsTimeout*

Type: [System.Double](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.Stop Method

Stop STP recognition

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public void Stop()
```

**C++**

```
public:  
void Stop()
```

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.SwitchRoleAndCoa Method

Switch to a COA / Role pairing that will be used as the default henceforth

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SwitchRoleAndCoa(
    string newRole,
    string newCoaPoid,
    StpRecognizer.CoaAffiliation affiliation,
    bool clearTOCache = false
)
```

#### C++

```
public:
void SwitchRoleAndCoa(
    String^ newRole,
    String^ newCoaPoid,
    StpRecognizer.CoaAffiliation affiliation,
    bool clearTOCache = false
)
```

### Parameters

*newRole*

Type: [System.String](#)

*newCoaPoid*

Type: [System.String](#)

*affiliation*

Type: [StpSDK.StpRecognizer.CoaAffiliation](#)

*clearTOCache* (Optional)

Type: [System.Boolean](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.UndoLastOp Method

Undo the last operation performed on an object with a given poid

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void UndoLastOp(  
    string poid  
)
```

#### C++

```
public:  
void UndoLastOp(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Remarks

Care must be taken when using this capability. Undo should be restricted to operations that have an obvious visual impact, for example one that results in some clear rendering effect (adding/removing a symbol). And only actions performed by the user herself should be undone, rather than operations of some other user participating in a collaborative session. Users may become confused if the effect is not obvious, as for example undoing of an edit, particularly for a Task item, which may appear not to have been performed, prompting the user to keep hitting undo, potentially removing other unintended changes. Keeping track of just the operations with obvious visual impact, realized by just a particular local user is harder than it sounds, given STP's asynchronous nature, where all operations are piped to the engine, and the actual updates to the UI happen just as a response to asynchronous update events. These events may include results of operations performed by multiple concurrent users.

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.UpdateSymbol Method

Command the update of an STP symbol. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void UpdateSymbol(  
    string poid,  
    StpItem stpSymbol  
)
```

#### C++

```
public:  
void UpdateSymbol(  
    String^ poid,  
    StpItem^ stpSymbol  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*stpSymbol*

Type: [StpSDK.StpItem](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.UpdateTask Method

Command the STP runtime to update a task. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void UpdateTask(  
    string poid,  
    List<StpTask> stpTaskAlternates  
)
```

#### C++

```
public:  
void UpdateTask(  
    String^ poid,  
    List<StpTask^>^ stpTaskAlternates  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*stpTaskAlternates*

Type: [System.Collections.Generic.List\(StpTask\)](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.UpdateTaskOrgRelationship Method

Command the update of an STP Task Org relationship. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void UpdateTaskOrgRelationship(  
    string poid,  
    StpTaskOrgUnit stpToRelationship  
)
```

#### C++

```
public:  
void UpdateTaskOrgRelationship(  
    String^ poid,  
    StpTaskOrgUnit^ stpToRelationship  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*stpToRelationship*

Type: [StpSDK.StpTaskOrgUnit](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.UpdateTaskOrgUnit Method

Command the update of an STP Task Org unit. STP will respond with an object updated event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void UpdateTaskOrgUnit(  
    string poid,  
    StpTaskOrgUnit stpToUnit  
)
```

#### C++

```
public:  
void UpdateTaskOrgUnit(  
    String^ poid,  
    StpTaskOrgUnit^ stpToUnit  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*stpToUnit*

Type: [StpSDK.StpTaskOrgUnit](#)

### Exceptions

| Exception                    | Condition |
|------------------------------|-----------|
| <a href="#">StpException</a> |           |

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.StpRecognizer Events

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

### Events

|   | <b>Name</b>  | <b>Description</b> |
|---|--|--------------------|
|  <a href="#">OnCoaAdded</a>                | Event raised when a COA is added by STP  |                    |
|  <a href="#">OnCoaSwitched</a>             | Event raised when a COA switch is requested by STP   |                    |
|  <a href="#">OnConnectionError</a>         | Event raised when STP connection error occur   |                    |
|  <a href="#">OnDataExportCompleted</a>     | Event raised when a data export operation has been completed (and progress dialogs, etc can be closed)   |                    |
|  <a href="#">OnInkProcessed</a>            | Event raised when ink can be removed from STP (has been processed)   |                    |
|  <a href="#">OnListen</a>                  | Event raised when a listen event is received by STP, signaling that the audio recognition should be activated  |                    |
|  <a href="#">OnLoadObjectsCompleted</a>    | Event raised when all scenario objects have been loaded by STP (and progress dialogs, etc can be closed)   |                    |
|  <a href="#">OnMapOperation</a>            | Event raised when a map operation (zoom,pan,...) is requested by STP   |                    |
|  <a href="#">OnPenDown</a>                 | Event raised when a pen down event is received by STP  |                    |
|  <a href="#">OnPenUp</a>                 | Event raised when a pen up event is received by STP  |                    |
|  <a href="#">OnRoleSwitched</a>          | Event raised when a role switch is requested by STP  |                    |
|  <a href="#">OnShutdown</a>              | Event raised when STP is shutting down - clients should consider if they should shutdown as well, or otherwise change stte to indicate STP is no longer active |                    |
|  <a href="#">OnSpeechRecognized</a>      | Event when speech recognition results are made available by STP  |                    |
|  <a href="#">OnStpMessage</a>            | Event raised when STP-generated messages are received  |                    |
|  <a href="#">OnSymbolAdded</a>           | Event raised when a symbol is added by STP   |                    |
|  <a href="#">OnSymbolAlternateChosen</a> | Event raised when a particular symbol alternates is chosen by a user   |                    |
|  <a href="#">OnSymbolDeleted</a>         | Event raised when a symbol is deleted by STP   |                    |
|  <a href="#">OnSymbolEdited</a>          | Event raised when a symbol edit operation (move, delete,...) is requested by STP   |                    |
|  <a href="#">OnSymbolModified</a>        | Event raised when a symbol is modified by STP  |                    |
|  <a href="#">OnSymbolReport</a>          | Event raised when a Report is received that updates a symbol position or health  |                    |
|  <a href="#">OnTaskAdded</a>             | Event raised when a task is recognized by STP  |                    |
|  <a href="#">OnTaskDeleted</a>           | Event raised when a task is deleted by STP   |                    |
|  <a href="#">OnTaskModified</a>          | Event raised when a task is modified by STP  |                    |

|   |  |
|---|--|
|  <a href="#">OnTaskOrgRelationshipAdded</a>    | Event raised when a task org unit is recognized by STP |
|  <a href="#">OnTaskOrgRelationshipDeleted</a>  | Event raised when a task org unit is deleted by STP    |
|  <a href="#">OnTaskOrgRelationshipModified</a> | Event raised when a task org unit is modified by STP   |
|  <a href="#">OnTaskOrgUnitAdded</a>            | Event raised when a task org unit is recognized by STP |
|  <a href="#">OnTaskOrgUnitDeleted</a>          | Event raised when a task org unit is deleted by STP    |
|  <a href="#">OnTaskOrgUnitModified</a>         | Event raised when a task org unit is modified by STP   |

See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnCoaAdded Event

Event raised when a COA is added by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.CoaAddedDelegate OnCoaAdded
```

#### C++

```
public:  
    event StpRecognizer.CoaAddedDelegate^ OnCoaAdded {  
        void add (StpRecognizer.CoaAddedDelegate^ value);  
        void remove (StpRecognizer.CoaAddedDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.StpRecognizer.CoaAddedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnCoaSwitched Event

Event raised when a COA switch is requested by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.CoaSwitchDelegate OnCoaSwitched
```

#### C++

```
public:  
    event StpRecognizer.CoaSwitchDelegate^ OnCoaSwitched {  
        void add (StpRecognizer.CoaSwitchDelegate^ value);  
        void remove (StpRecognizer.CoaSwitchDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.StpRecognizer.CoaSwitchDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnConnectionError Event

Event raised when STP connection error occur

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.StpConnectionErrorHandler OnConnectionError
```

#### C++

```
public:  
    event StpRecognizer.StpConnectionErrorHandler^ OnConnectionError {  
        void add (StpRecognizer.StpConnectionErrorHandler^ value);  
        void remove (StpRecognizer.StpConnectionErrorHandler^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.StpConnectionErrorHandler](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnDataExportCompleted Event

Event raised when a data export operation has been completed (and progress dialogs, etc can be closed)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.DataExportCompletedDelegate OnDataExportCompleted
```

#### C++

```
public:  
    event StpRecognizer.DataExportCompletedDelegate^ OnDataExportCompleted {  
        void add (StpRecognizer.DataExportCompletedDelegate^ value);  
        void remove (StpRecognizer.DataExportCompletedDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.DataExportCompletedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnInkProcessed Event

Event raised when ink can be removed from STP (has been processed)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.InkRemovedDelegate OnInkProcessed
```

#### C++

```
public:  
    event StpRecognizer.InkRemovedDelegate^ OnInkProcessed {  
        void add (StpRecognizer.InkRemovedDelegate^ value);  
        void remove (StpRecognizer.InkRemovedDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.InkRemovedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnListen Event

Event raised when a listen event is received by STP, signaling that the audio recognition should be activated

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.ListenDelegate OnListen
```

#### C++

```
public:  
    event StpRecognizer.ListenDelegate^ OnListen {  
        void add (StpRecognizer.ListenDelegate^ value);  
        void remove (StpRecognizer.ListenDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.StpRecognizer.ListenDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnLoadObjectsCompleted Event

Event raised when all scenario objects have been loaded by STP (and progress dialogs, etc can be closed)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.LoadObjectsCompletedDelegate  
OnLoadObjectsCompleted
```

#### C++

```
public:  
    event StpRecognizer.LoadObjectsCompletedDelegate^ OnLoadObjectsCompleted {  
        void add (StpRecognizer.LoadObjectsCompletedDelegate^ value);  
        void remove (StpRecognizer.LoadObjectsCompletedDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.StpRecognizer.LoadObjectsCompletedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnMapOperation Event

Event raised when a map operation (zoom,pan,...) is requested by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.MapOperationDelegate OnMapOperation
```

#### C++

```
public:  
    event StpRecognizer.MapOperationDelegate^ OnMapOperation {  
        void add (StpRecognizer.MapOperationDelegate^ value);  
        void remove (StpRecognizer.MapOperationDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.StpRecognizer.MapOperationDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnPenDown Event

Event raised when a pen down event is received by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.PenDownUpDelegate OnPenDown
```

#### C++

```
public:  
    event StpRecognizer.PenDownUpDelegate^ OnPenDown {  
        void add (StpRecognizer.PenDownUpDelegate^ value);  
        void remove (StpRecognizer.PenDownUpDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.PenDownUpDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnPenUp Event

Event raised when a pen up event is received by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.PenDownUpDelegate OnPenUp
```

#### C++

```
public:  
    event StpRecognizer.PenDownUpDelegate^ OnPenUp {  
        void add (StpRecognizer.PenDownUpDelegate^ value);  
        void remove (StpRecognizer.PenDownUpDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.PenDownUpDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnRoleSwitched Event

Event raised when a role switch is requested by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.RoleSwitchDelegate OnRoleSwitched
```

#### C++

```
public:  
    event StpRecognizer.RoleSwitchDelegate^ OnRoleSwitched {  
        void add (StpRecognizer.RoleSwitchDelegate^ value);  
        void remove (StpRecognizer.RoleSwitchDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.RoleSwitchDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnShutdown Event

Event raised when STP is shutting down - clients should consider if they should shutdown as well, or otherwise change state to indicate STP is no longer active

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.ShutdownDelegate OnShutdown
```

#### C++

```
public:  
    event StpRecognizer.ShutdownDelegate^ OnShutdown {  
        void add (StpRecognizer.ShutdownDelegate^ value);  
        void remove (StpRecognizer.ShutdownDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.StpRecognizer.ShutdownDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnSpeechRecognized Event

Event when speech recognition results are made available by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.SpeechRecognitionDelegate OnSpeechRecognized
```

#### C++

```
public:  
    event StpRecognizer.SpeechRecognitionDelegate^ OnSpeechRecognized {  
        void add (StpRecognizer.SpeechRecognitionDelegate^ value);  
        void remove (StpRecognizer.SpeechRecognitionDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.SpeechRecognitionDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnStpMessage Event

Event raised when STP-generated messages are received

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.StpMessageDelegate OnStpMessage
```

#### C++

```
public:  
    event StpRecognizer.StpMessageDelegate^ OnStpMessage {  
        void add (StpRecognizer.StpMessageDelegate^ value);  
        void remove (StpRecognizer.StpMessageDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.StpMessageDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnSymbolAdded Event

Event raised when a symbol is added by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.SymbolAddedDelegate OnSymbolAdded
```

#### C++

```
public:  
    event StpRecognizer.SymbolAddedDelegate^ OnSymbolAdded {  
        void add (StpRecognizer.SymbolAddedDelegate^ value);  
        void remove (StpRecognizer.SymbolAddedDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.SymbolAddedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnSymbolAlternateChosen Event

Event raised when a particular symbol alternates is chosen by a user

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.SymbolAlternateChosenDelegate  
OnSymbolAlternateChosen
```

#### C++

```
public:  
    event StpRecognizer.SymbolAlternateChosenDelegate^ OnSymbolAlternateChosen {  
        void add (StpRecognizer.SymbolAlternateChosenDelegate^ value);  
        void remove (StpRecognizer.SymbolAlternateChosenDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.StpRecognizer.SymbolAlternateChosenDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnSymbolDeleted Event

Event raised when a symbol is deleted by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.SymbolDeletedDelegate OnSymbolDeleted
```

#### C++

```
public:  
    event StpRecognizer.SymbolDeletedDelegate^ OnSymbolDeleted {  
        void add (StpRecognizer.SymbolDeletedDelegate^ value);  
        void remove (StpRecognizer.SymbolDeletedDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.SymbolDeletedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnSymbolEdited Event

Event raised when a symbol edit operation (move, delete,...) is requested by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.SymbolEditDelegate OnSymbolEdited
```

#### C++

```
public:  
    event StpRecognizer.SymbolEditDelegate^ OnSymbolEdited {  
        void add (StpRecognizer.SymbolEditDelegate^ value);  
        void remove (StpRecognizer.SymbolEditDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.SymbolEditDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnSymbolModified Event

Event raised when a symbol is modified by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.SymbolModifiedDelegate OnSymbolModified
```

#### C++

```
public:  
    event StpRecognizer.SymbolModifiedDelegate^ OnSymbolModified {  
        void add (StpRecognizer.SymbolModifiedDelegate^ value);  
        void remove (StpRecognizer.SymbolModifiedDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.SymbolModifiedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnSymbolReport Event

Event raised when a Report is received that updates a symbol position or health

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.SymboReportDelegate OnSymbolReport
```

#### C++

```
public:  
    event StpRecognizer.SymboReportDelegate^ OnSymbolReport {  
        void add (StpRecognizer.SymboReportDelegate^ value);  
        void remove (StpRecognizer.SymboReportDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.SymboReportDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskAdded Event

Event raised when a task is recognized by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskAddedDelegate OnTaskAdded
```

#### C++

```
public:  
    event StpRecognizer.TaskAddedDelegate^ OnTaskAdded {  
        void add (StpRecognizer.TaskAddedDelegate^ value);  
        void remove (StpRecognizer.TaskAddedDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.TaskAddedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskDeleted Event

Event raised when a task is deleted by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskDeletedDelegate OnTaskDeleted
```

#### C++

```
public:  
    event StpRecognizer.TaskDeletedDelegate^ OnTaskDeleted {  
        void add (StpRecognizer.TaskDeletedDelegate^ value);  
        void remove (StpRecognizer.TaskDeletedDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.TaskDeletedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskModified Event

Event raised when a task is modified by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskModifiedDelegate OnTaskModified
```

#### C++

```
public:  
    event StpRecognizer.TaskModifiedDelegate^ OnTaskModified {  
        void add (StpRecognizer.TaskModifiedDelegate^ value);  
        void remove (StpRecognizer.TaskModifiedDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.StpRecognizer.TaskModifiedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskOrgRelationshipAdded Event

Event raised when a task org unit is recognized by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskOrgRelationshipAddedDelegate  
OnTaskOrgRelationshipAdded
```

#### C++

```
public:  
    event StpRecognizer.TaskOrgRelationshipAddedDelegate^  
OnTaskOrgRelationshipAdded {  
    void add (StpRecognizer.TaskOrgRelationshipAddedDelegate^ value);  
    void remove (StpRecognizer.TaskOrgRelationshipAddedDelegate^ value);  
}
```

#### Value

Type: [StpSDK.StpRecognizer.TaskOrgRelationshipAddedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskOrgRelationshipDeleted Event

Event raised when a task org unit is deleted by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskOrgRelationshipDeletedDelegate  
OnTaskOrgRelationshipDeleted
```

#### C++

```
public:  
    event StpRecognizer.TaskOrgRelationshipDeletedDelegate^  
OnTaskOrgRelationshipDeleted {  
    void add (StpRecognizer.TaskOrgRelationshipDeletedDelegate^ value);  
    void remove (StpRecognizer.TaskOrgRelationshipDeletedDelegate^ value);  
}
```

#### Value

Type: [StpSDK.StpRecognizer.TaskOrgRelationshipDeletedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskOrgRelationshipModified Event

Event raised when a task org unit is modified by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskOrgRelationshipModifiedDelegate  
OnTaskOrgRelationshipModified
```

#### C++

```
public:  
    event StpRecognizer.TaskOrgRelationshipModifiedDelegate^  
OnTaskOrgRelationshipModified {  
    void add (StpRecognizer.TaskOrgRelationshipModifiedDelegate^ value);  
    void remove (StpRecognizer.TaskOrgRelationshipModifiedDelegate^ value);  
}
```

#### Value

Type: [StpSDK.StpRecognizer.TaskOrgRelationshipModifiedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskOrgUnitAdded Event

Event raised when a task org unit is recognized by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskOrgUnitAddedDelegate OnTaskOrgUnitAdded
```

#### C++

```
public:  
    event StpRecognizer.TaskOrgUnitAddedDelegate^ OnTaskOrgUnitAdded {  
        void add (StpRecognizer.TaskOrgUnitAddedDelegate^ value);  
        void remove (StpRecognizer.TaskOrgUnitAddedDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.TaskOrgUnitAddedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskOrgUnitDeleted Event

Event raised when a task org unit is deleted by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskOrgUnitDeletedDelegate OnTaskOrgUnitDeleted
```

#### C++

```
public:  
    event StpRecognizer.TaskOrgUnitDeletedDelegate^ OnTaskOrgUnitDeleted {  
        void add (StpRecognizer.TaskOrgUnitDeletedDelegate^ value);  
        void remove (StpRecognizer.TaskOrgUnitDeletedDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.TaskOrgUnitDeletedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.OnTaskOrgUnitModified Event

Event raised when a task org unit is modified by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event StpRecognizer.TaskOrgUnitModifiedDelegate OnTaskOrgUnitModified
```

#### C++

```
public:  
    event StpRecognizer.TaskOrgUnitModifiedDelegate^ OnTaskOrgUnitModified {  
        void add (StpRecognizer.TaskOrgUnitModifiedDelegate^ value);  
        void remove (StpRecognizer.TaskOrgUnitModifiedDelegate^ value);  
    }
```

### Value

Type: [StpSDK.StpRecognizer.TaskOrgUnitModifiedDelegate](#)

### See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

## StpRecognizer.CoaAddedDelegate Delegate

The delegate that describes the function prototype for added COAs

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void CoaAddedDelegate(
    string name,
    string affiliation,
    string poid
)
```

#### C++

```
public delegate void CoaAddedDelegate(
    String^ name,
    String^ affiliation,
    String^ poid
)
```

### Parameters

*name*

Type: [System.String](#)

*affiliation*

Type: [System.String](#)

*poid*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.CoaAffiliation Enumeration

Affiliation of a Course of Action

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum CoaAffiliation
```

#### C++

```
public enum class CoaAffiliation
```

### Members

| Member name | Value | Description |
|-------------|-------|-------------|
| FRIENDLY    | 0     |             |
| ENEMY       | 1     |             |

### See Also

[StpSDK Namespace](#)

## StpRecognizer.CoaPushType Enumeration

Type of documents being pushed

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum CoaPushType
```

#### C++

```
public enum class CoaPushType
```

### Members

| Member name    | Value | Description |
|----------------|-------|-------------|
| All            | 0     |             |
| Initialization | 1     |             |
| Order          | 2     |             |

### See Also

[StpSDK Namespace](#)

## StpRecognizer.CoaSwitchDelegate Delegate

The delegate that describes the function prototype for COA switches

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void CoaSwitchDelegate(
    string coaPoid
)
```

#### C++

```
public delegate void CoaSwitchDelegate(
    String^ coaPoid
)
```

### Parameters

*coaPoid*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.DataExportCompletedDelegate Delegate

The delegate that describes the function prototype for STP notification that a data export operation completed

**Namespace:** [Sdk](#)

**Assembly:** Sdk (in Sdk.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void DataExportCompletedDelegate (
    string scenarioName,
    List<string> coaPoids,
    string errorMsg
)
```

#### C++

```
public delegate void DataExportCompletedDelegate (
    String^ scenarioName,
    List<String^>^ coaPoids,
    String^ errorMsg
)
```

### Parameters

*scenarioName*

Type: [System.String](#)

*coaPoids*

Type: [System.Collections.Generic.List\(String\)](#)

*errorMsg*

Type: [System.String](#)

### See Also

[Sdk Namespace](#)

## StpRecognizer.InkRemovedDelegate Delegate

The delegate that describes the function prototype for the removal of ink

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void InkRemovedDelegate()
```

#### C++

```
public delegate void InkRemovedDelegate()
```

### See Also

[StpSDK Namespace](#)

## StpRecognizer.ListenDelegate Delegate

The delegate that describes the function prototype for the "listen" event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void ListenDelegate(
    string parm
)
```

#### C++

```
public delegate void ListenDelegate(
    String^ parm
)
```

### Parameters

*parm*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.LoadObjectsCompletedDelegate Delegate

The delegate that describes the function prototype for STP notification that all scenario objects have been loaded

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void LoadObjectsCompletedDelegate()
```

#### C++

```
public delegate void LoadObjectsCompletedDelegate()
```

### See Also

[StpSDK Namespace](#)

## StpRecognizer.MapOperationDelegate Delegate

The delegate that describes the function prototype for map operations (zoom/pan)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void MapOperationDelegate(
    string operation,
    Location location
)
```

#### C++

```
public delegate void MapOperationDelegate(
    String^ operation,
    Location^ location
)
```

### Parameters

*operation*

Type: [System.String](#)

zoom\_in\_point | zoom\_in\_area | zoom\_out | zoom\_next | zoom\_previous

*location*

Type: [StpSDK.Location](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.PenDownUpDelegate Delegate

The delegate that describes the function prototype for pen down and up events

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void PenDownUpDelegate(
    DateTime time,
    LatLon coord
)
```

#### C++

```
public delegate void PenDownUpDelegate(
    DateTime time,
    LatLon^ coord
)
```

### Parameters

*time*

Type: [System.DateTime](#)

*coord*

Type: [StpSDK.LatLon](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.RoleSwitchDelegate Delegate

The delegate that describes the function prototype for role switches

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void RoleSwitchDelegate(  
    string role  
)
```

#### C++

```
public delegate void RoleSwitchDelegate(  
    String^ role  
)
```

### Parameters

*role*

Type: [System.String](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.ShutdownDelegate Delegate

The delegate that describes the function prototype for STP shutdown

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void ShutdownDelegate()
```

#### C++

```
public delegate void ShutdownDelegate()
```

### See Also

[StpSDK Namespace](#)

## StpRecognizer.SpeechRecognitionDelegate Delegate

The delegate that describes the function prototype for the recognition of speech

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SpeechRecognitionDelegate(  
    List<string> speechList  
)
```

#### C++

```
public delegate void SpeechRecognitionDelegate(  
    List<String^>^ speechList  
)
```

### Parameters

*speechList*

Type: [System.Collections.Generic.List\(String\)](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.StpConnectionErrorHandler Delegate

The delegate that describes the function prototype for STP connection error

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void StpConnectionErrorHandler(
    StpCommunicationException sce
)
```

#### C++

```
public delegate void StpConnectionErrorHandler(
    StpCommunicationException^ sce
)
```

### Parameters

sce

Type: [StpSDK.StpCommunicationException](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.StpMessageDelegate Delegate

Delegate for function to display STP-generated messages that may be of interest to the user

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void StpMessageDelegate(
    StpRecognizer.StpMessageLevel level,
    string msg
)
```

#### C++

```
public delegate void StpMessageDelegate(
    StpRecognizer.StpMessageLevel level,
    String^ msg
)
```

### Parameters

*level*

Type: [StpSDK.StpRecognizer.StpMessageLevel](#)

Message category

*msg*

Type: [System.String](#)

The string to display.

### See Also

[StpSDK Namespace](#)

## StpRecognizer.StpMessageLevel Enumeration

STP message category

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum StpMessageLevel
```

#### C++

```
public enum class StpMessageLevel
```

### Members

| Member name | Value | Description |
|-------------|-------|-------------|
| Error       | 0     |             |
| Warning     | 1     |             |
| Info        | 2     |             |
| Verbose     | 3     |             |
| Debug       | 4     |             |

### See Also

[StpSDK Namespace](#)

## StpRecognizer.SymbolAddedDelegate Delegate

The delegate that describes the function prototype for Symbol added events

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SymbolAddedDelegate(
    string poid,
    StpItem stpSymbol,
    bool isUndo
)
```

#### C++

```
public delegate void SymbolAddedDelegate(
    String^ poid,
    StpItem^ stpSymbol,
    bool isUndo
)
```

#### Parameters

*poid*

Type: [System.String](#)

*stpSymbol*

Type: [StpSDK.StpItem](#)

Symbol, including Alternates (n-best list)

*isUndo*

Type: [System.Boolean](#)

#### See Also

[StpSDK Namespace](#)

## StpRecognizer.SymbolAlternateChosenDelegate Delegate

The delegate that describes the function prototype for a Symbol alternate being selected

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SymbolAlternateChosenDelegate(
    string poid,
    StpSymbol stpSymbol,
    bool isUndo
)
```

#### C++

```
public delegate void SymbolAlternateChosenDelegate(
    String^ poid,
    StpSymbol^ stpSymbol,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

*stpSymbol*

Type: [StpSDK.StpSymbol](#)

*isUndo*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.SymbolDeletedDelegate Delegate

The delegate that describes the function prototype for deleted symbols.

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SymbolDeletedDelegate(
    string poid,
    bool isUndo
)
```

#### C++

```
public delegate void SymbolDeletedDelegate(
    String^ poid,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

*isUndo*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.SymbolEditDelegate Delegate

The delegate that describes the function prototype for Symbol edit operations

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SymbolEditDelegate(  
    string operation,  
    Location location  
)
```

#### C++

```
public delegate void SymbolEditDelegate(  
    String^ operation,  
    Location^ location  
)
```

### Parameters

*operation*

Type: [System.String](#)

delete | move | select

*location*

Type: [StpSDK.Location](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.SymbolModifiedDelegate Delegate

The delegate that describes the function prototype for symbol update events

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SymbolModifiedDelegate(
    string poid,
    StpSymbol stpSymbol,
    bool isUndo,
    bool selectSymbol
)
```

#### C++

```
public delegate void SymbolModifiedDelegate(
    String^ poid,
    StpSymbol^ stpSymbol,
    bool isUndo,
    bool selectSymbol
)
```

### Parameters

*poid*

Type: [System.String](#)

*stpSymbol*

Type: [StpSDK.StpSymbol](#)

*isUndo*

Type: [System.Boolean](#)

*selectSymbol*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.SymboReportDelegate Delegate

The delegate that describes the function prototype for Symbols update reports

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void SymboReportDelegate(
    string poid,
    StpSymbol stpSymbol
)
```

#### C++

```
public delegate void SymboReportDelegate(
    String^ poid,
    StpSymbol^ stpSymbol
)
```

### Parameters

*poid*

Type: [System.String](#)

*stpSymbol*

Type: [StpSDK.StpSymbol](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskAddedDelegate Delegate

The delegate that describes the function prototype for Task and its alternates

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskAddedDelegate(  
    string poid,  
    StpTask stpTask,  
    List<string> taskPoids,  
    bool isUndo  
)
```

#### C++

```
public delegate void TaskAddedDelegate(  
    String^ poid,  
    StpTask^ stpTask,  
    List<String^>^ taskPoids,  
    bool isUndo  
)
```

### Parameters

*poid*

Type: [System.String](#)

*stpTask*

Type: [StpSDK.StpTask](#)

*taskPoids*

Type: [System.Collections.Generic.List\(String\)](#)

*isUndo*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskDeletedDelegate Delegate

The delegate that describes the function prototype for deleted Tasks

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskDeletedDelegate(
    string poid,
    bool isUndo
)
```

#### C++

```
public delegate void TaskDeletedDelegate(
    String^ poid,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*isUndo*

Type: [System.Boolean](#)

Indicates whether the operation is a result of a previously requested Undo command. Useful for distinguishing between new operations (which may need to be added to an undo stack and just the actual compensating action

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskModifiedDelegate Delegate

The delegate that describes the function prototype for Task updates

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskModifiedDelegate(
    string poid,
    StpTask stpTask,
    List<string> tgPoids,
    bool isUndo
)
```

#### C++

```
public delegate void TaskModifiedDelegate(
    String^ poid,
    StpTask^ stpTask,
    List<String^>^ tgPoids,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*stpTask*

Type: [StpSDK.StpTask](#)

*tgPoids*

Type: [System.Collections.Generic.List\(String\)](#)

Unique STP ids for the task's Tactical Graphics

*isUndo*

Type: [System.Boolean](#)

Indicates whether the operation is a result of a previously requested Undo command. Useful for distinguishing between new operations (which may need to be added to an undo stack and just the actual compensating action

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskOrgRelationshipAddedDelegate Delegate

The delegate that describes the function prototype for Task Org relationship added events

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskOrgRelationshipAddedDelegate(
    string poid,
    StpTaskOrgRelationship stpTaskOrgRelationship,
    bool isUndo
)
```

#### C++

```
public delegate void TaskOrgRelationshipAddedDelegate(
    String^ poid,
    StpTaskOrgRelationship^ stpTaskOrgRelationship,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

*stpTaskOrgRelationship*

Type: [StpSDK.StpTaskOrgRelationship](#)

*isUndo*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskOrgRelationshipDeletedDelegate Delegate

The delegate that describes the function prototype for deleted Tasks Org relationships

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskOrgRelationshipDeletedDelegate(
    string poid,
    bool isUndo
)
```

#### C++

```
public delegate void TaskOrgRelationshipDeletedDelegate(
    String^ poid,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*isUndo*

Type: [System.Boolean](#)

Indicates whether the operation is a result of a previously requested Undo command. Useful for distinguishing between new operations (which may need to be added to an undo stack and just the actual compensating action

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskOrgRelationshipModifiedDelegate Delegate

The delegate that describes the function prototype for Task org relationship updates

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskOrgRelationshipModifiedDelegate(
    string poid,
    StpTaskOrgRelationship stpTaskOrgRelationship,
    bool isUndo
)
```

#### C++

```
public delegate void TaskOrgRelationshipModifiedDelegate(
    String^ poid,
    StpTaskOrgRelationship^ stpTaskOrgRelationship,
    bool isUndo
)
```

#### Parameters

*poid*

Type: [System.String](#)

STP unique id

*stpTaskOrgRelationship*

Type: [StpSDK.StpTaskOrgRelationship](#)

*isUndo*

Type: [System.Boolean](#)

Indicates whether the operation is a result of a previously requested Undo command. Useful for distinguishing between new operations (which may need to be added to an undo stack and just the actual compensating action

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskOrgUnitAddedDelegate Delegate

The delegate that describes the function prototype for Task Org unit added events

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskOrgUnitAddedDelegate(
    string poid,
    StpTaskOrgUnit stpTaskOrgUnit,
    bool isUndo
)
```

#### C++

```
public delegate void TaskOrgUnitAddedDelegate(
    String^ poid,
    StpTaskOrgUnit^ stpTaskOrgUnit,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

*stpTaskOrgUnit*

Type: [StpSDK.StpTaskOrgUnit](#)

*isUndo*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskOrgUnitDeletedDelegate Delegate

The delegate that describes the function prototype for deleted Tasks Org units

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskOrgUnitDeletedDelegate(
    string poid,
    bool isUndo
)
```

#### C++

```
public delegate void TaskOrgUnitDeletedDelegate(
    String^ poid,
    bool isUndo
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*isUndo*

Type: [System.Boolean](#)

Indicates whether the operation is a result of a previously requested Undo command. Useful for distinguishing between new operations (which may need to be added to an undo stack and just the actual compensating action

### See Also

[StpSDK Namespace](#)

## StpRecognizer.TaskOrgUnitModifiedDelegate Delegate

The delegate that describes the function prototype for Task org unit updates

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TaskOrgUnitModifiedDelegate (
    string poid,
    StpTaskOrgUnit stpTaskOrgUnit,
    bool isUndo
)
```

#### C++

```
public delegate void TaskOrgUnitModifiedDelegate (
    String^ poid,
    StpTaskOrgUnit^ stpTaskOrgUnit,
    bool isUndo
)
```

#### Parameters

*poid*

Type: [System.String](#)

STP unique id

*stpTaskOrgUnit*

Type: [StpSDK.StpTaskOrgUnit](#)

*isUndo*

Type: [System.Boolean](#)

Indicates whether the operation is a result of a previously requested Undo command. Useful for distinguishing between new operations (which may need to be added to an undo stack and just the actual compensating action

### See Also

[StpSDK Namespace](#)

## StpRequestDelegate Delegate

The delegate that describes the function prototype for STP Request events

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void StpRequestDelegate(
    string stpEvent,
    ref List<string> solutions
)
```

#### C++

```
public delegate void StpRequestDelegate(
    String^ stpEvent,
    List<String^>^% solutions
)
```

### Parameters

*stpEvent*

Type: [System.String](#)

*solutions*

Type: [System.Collections.Generic.List\(String\)](#)

### See Also

[StpSDK Namespace](#)

## StpSymbol Class

Military symbol

Inheritance Hierarchy

[System.Object](#)

[StpSDK.StpItem](#)

[StpSDK.StpSymbol](#)

[StpSDK.StpTaskOrgUnit](#)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public class StpSymbol : StpItem, IRecoSymbol
```

C++

```
public ref class StpSymbol : public StpItem,
    IRecoSymbol
```

The **StpSymbol** type exposes the following members.

Constructors

|  | Name                              | Description                    |
|--|-----------------------------------|--------------------------------|
|  | <a href="#">StpSymbol()</a>       | Constructor                    |
|  | <a href="#">StpSymbol(String)</a> | Construct with a specific type |

Properties

|  | Name                            | Description  |
|--|---------------------------------|--|
|  | <a href="#">Affiliation</a>     | Affiliation  |
|  | <a href="#">Alternates</a>      | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .) |
|  | <a href="#">Altitude</a>        | Altitude   |
|  | <a href="#">BattleDimension</a> | Battle dimension   |
|  | <a href="#">Branch</a>          | Branch   |
|  | <a href="#">Capability</a>      | Capability   |
|  | <a href="#">CharlieSIDC</a>     | 2525/APP6 C SIDC   |
|  | <a href="#">CodingScheme</a>    | Coding scheme  |
|  | <a href="#">ColorBarOCA</a>     | Color bar  |

|   |   |
|---|---|
|  <a href="#">CompleteLanguage</a>      | Full symbol description created by STP, including defaults omitted by the user  |
|  <a href="#">Confidence</a>            | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .)  |
|  <a href="#">CreatorRole</a>           | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)   |
|  <a href="#">defense</a>               | Defense   |
|  <a href="#">DeltaSIDC</a>             | 2525/APP6 D SIDC  |
|  <a href="#">Description</a>           | Description of the symbol with no designators, e.g. Armored Infantry Company  |
|  <a href="#">Designator1</a>           | Single designator or first of a pair of designators supported by a symbol, e.g. the north-side boundary designator                          |
|  <a href="#">Designator2</a>           | Second designator, e.g. the south-side boundary designator  |
|  <a href="#">DesignatorDescription</a> | Unit plus parent unit designator, e.g. A/3-1  |
|  <a href="#">DesigPlusDescription</a>  | Designators prefixed to Description   |
|  <a href="#">DimensionId</a>           | Dimension   |
|  <a href="#">DrawNote</a>              | Draw note   |
|  <a href="#">DrawRule</a>              | Draw rules  |
|  <a href="#">Echelon</a>              | Echelon   |
|  <a href="#">FsdbVersion</a>         | Symbol version  |
|  <a href="#">FullDescription</a>     | Full description, including affiliation, unit type, and unit designator, echelon, etc (Overrides <a href="#">StpItem.FullDescription</a> .) |
|  <a href="#">Geometry</a>            | Type of geometry  |
|  <a href="#">GeometryType</a>        | Geometry type   |
|  <a href="#">GlyphPoid</a>           | Associate ink/stroked unique identifier   |
|  <a href="#">Graphics</a>            | Graphics  |
|  <a href="#">GroundRole</a>          | Ground role   |
|  <a href="#">IconType</a>            | Icon type   |
|  <a href="#">IsCustomSymbol</a>      | Whther the symbol is a proper 2525C symbol or represents a custom code (e.g. edit operation)  |
|  <a href="#">Labels</a>              | Labels  |
|  <a href="#">Language</a>            | Spoken language used to create item (defaults to FullDescription)   |
|  <a href="#">Location</a>            | Location  |
|  <a href="#">MaxAlt</a>              | Maximum altitude  |
|  <a href="#">MinAlt</a>              | Minimum altitude  |
|  <a href="#">Mobility</a>            | Mobility  |
|  <a href="#">Modifier</a>            | Symbol modifier   |

|   |                                   |   |
|---|-----------------------------------|---|
|    | <a href="#">Names</a>             | Names   |
|    | <a href="#">Order</a>             | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)                                   |
|    | <a href="#">OriginalUnitPoid</a>  | Unique identifier of the original unit this is derived from   |
|    | <a href="#">ParentCoa</a>         | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|    | <a href="#">ParentPoid</a>        | Parent unit unique identifier   |
|    | <a href="#">Poid</a>              | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|    | <a href="#">Role</a>              | Role  |
|    | <a href="#">ShortDescription</a>  | Short description: either just the DesignatorDescription, or if not designators, the Description  |
|    | <a href="#">SpokenLanguage</a>    | Language spoken at symbol creation  |
|    | <a href="#">Status</a>            | Status  |
|    | <a href="#">Strength</a>          | Strength  |
|    | <a href="#">SymbolId</a>          | Symbol SIDC   |
|    | <a href="#">SymbolSet</a>         | Symbol set  |
|   | <a href="#">SymbolStatus</a>      | Symbol status   |
|  | <a href="#">SymbolType</a>        | Symbol type   |
|  | <a href="#">Tags</a>              | Tags  |
|  | <a href="#">TaskOrgPoid</a>       | Task Org / ORBAT unique identifier  |
|  | <a href="#">TimeFrom</a>          | Starting time   |
|  | <a href="#">TimeTo</a>            | Ending time   |
|  | <a href="#">Type</a>              | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .) |
|  | <a href="#">UnitParent</a>        | Parent unit designator  |
|  | <a href="#">UseCivilianFrames</a> | Whether civilian frames are used  |
|  | <a href="#">Weight</a>            | Weight  |

## Methods

|   | Name                              | Description   |
|---|-----------------------------------|---|
|  | <a href="#">Bitmap</a>            | Bitmap image  |
|  | <a href="#">Equals(Object)</a>    | Equality test (Overrides <a href="#">Object.Equals(Object)</a> .)                                 |
|  | <a href="#">Equals(StpSymbol)</a> | Checks whether the content of this symbol is equivalent to some other by comparing key properties |
|  | <a href="#">FromC2SIM</a>         | Create a new symbol from a C2SIM xml element  |
|  | <a href="#">GetHashCode</a>       | Get hash code (Overrides <a href="#">Object.GetHashCode()</a> .)                                  |

|   |                                       |   |
|---|---------------------------------------|---|
|  | <a href="#">GetLinearSymbolCoords</a> | Convert 2525/APP anchor points into simpler/linearized representations compatible with less capable renderers |
|  | <a href="#">GetType</a>               | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)              |
|  | <a href="#">ToString</a>              | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                |

See Also

[StpSDK Namespace](#)

## StpSymbol Constructor

### Overload List

|   | Name                              | Description                    |
|---|-----------------------------------|--------------------------------|
|  | <a href="#">StpSymbol()</a>       | Constructor                    |
|  | <a href="#">StpSymbol(String)</a> | Construct with a specific type |

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpSymbol()
```

#### C++

```
public:  
  StpSymbol()
```

### See Also

[StpSymbol Class](#)

[StpSymbol Overload](#)

[StpSDK Namespace](#)

## StpSymbol Constructor (String)

Construct with a specific type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpSymbol(  
    string fsType  
)
```

#### C++

```
public:  
    StpSymbol(  
        String^ fsType  
)
```

### Parameters

*fsType*

Type: [System.String](#)

### See Also

[StpSymbol Class](#)

[StpSymbol Overload](#)

[StpSDK Namespace](#)

## StpSymbol.StpSymbol Properties

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

### Properties

|   | <b>Name</b>                           | <b>Description</b>  |
|---|---------------------------------------|---|
|    | <a href="#">Affiliation</a>           | Affiliation   |
|    | <a href="#">Alternates</a>            | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .)  |
|    | <a href="#">Altitude</a>              | Altitude  |
|    | <a href="#">BattleDimension</a>       | Battle dimension  |
|    | <a href="#">Branch</a>                | Branch  |
|    | <a href="#">Capability</a>            | Capability  |
|    | <a href="#">CharlieSIDC</a>           | 2525/APP6 C SIDC  |
|    | <a href="#">CodingScheme</a>          | Coding scheme   |
|    | <a href="#">ColorBarOCA</a>           | Color bar   |
|    | <a href="#">CompleteLanguage</a>      | Full symbol description created by STP, including defaults omitted by the user  |
|    | <a href="#">Confidence</a>            | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .)  |
|    | <a href="#">CreatorRole</a>           | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">defense</a>               | Defense   |
|  | <a href="#">DeltaSIDC</a>             | 2525/APP6 D SIDC  |
|  | <a href="#">Description</a>           | Description of the symbol with no designators, e.g. Armored Infantry Company  |
|  | <a href="#">Designator1</a>           | Single designator or first of a pair of designators supported by a symbol, e.g. the north-side boundary designator                          |
|  | <a href="#">Designator2</a>           | Second designator, e.g. the south-side boundary designator  |
|  | <a href="#">DesignatorDescription</a> | Unit plus parent unit designator, e.g. A/3-1  |
|  | <a href="#">DesigPlusDescription</a>  | Designators prefixed to Description   |
|  | <a href="#">DimensionId</a>           | Dimension   |
|  | <a href="#">DrawNote</a>              | Draw note   |
|  | <a href="#">DrawRule</a>              | Draw rules  |
|  | <a href="#">Echelon</a>               | Echelon   |
|  | <a href="#">FsdbVersion</a>           | Symbol version  |
|  | <a href="#">FullDescription</a>       | Full description, including affiliation, unit type, and unit designator, echelon, etc (Overrides <a href="#">StpItem.FullDescription</a> .) |
|  | <a href="#">Geometry</a>              | Type of geometry  |
|  | <a href="#">GeometryType</a>          | Geometry type   |

|   |                                  |   |
|---|----------------------------------|---|
|    | <a href="#">GlyphPoid</a>        | Associate ink/stroked unique identifier   |
|    | <a href="#">Graphics</a>         | Graphics  |
|    | <a href="#">GroundRole</a>       | Ground role   |
|    | <a href="#">IconType</a>         | Icon type   |
|    | <a href="#">IsCustomSymbol</a>   | Whther the symbol is a proper 2525C symbol or represents a custom code (e.g. edit operation)  |
|    | <a href="#">Labels</a>           | Labels  |
|    | <a href="#">Language</a>         | Spoken language used to create item (defaults to FullDescription)   |
|    | <a href="#">Location</a>         | Location  |
|    | <a href="#">MaxAlt</a>           | Maximum altitude  |
|    | <a href="#">MinAlt</a>           | Minimum altitude  |
|    | <a href="#">Mobility</a>         | Mobility  |
|    | <a href="#">Modifier</a>         | Symbol modifier   |
|    | <a href="#">Names</a>            | Names   |
|   | <a href="#">Order</a>            | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)                                   |
|  | <a href="#">OriginalUnitPoid</a> | Unique identifier of the original unit this is derived from   |
|  | <a href="#">ParentCoa</a>        | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">ParentPoid</a>       | Parent unit unique identifier   |
|  | <a href="#">Poid</a>             | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Role</a>             | Role  |
|  | <a href="#">ShortDescription</a> | Short description: either just the DesignatorDescription, or if not designators, the Description  |
|  | <a href="#">SpokenLanguage</a>   | Language spoken at symbol creation  |
|  | <a href="#">Status</a>           | Status  |
|  | <a href="#">Strength</a>         | Strength  |
|  | <a href="#">SymbolId</a>         | Symbol SIDC   |
|  | <a href="#">SymbolSet</a>        | Symbol set  |
|  | <a href="#">SymbolStatus</a>     | Symbol status   |
|  | <a href="#">SymbolType</a>       | Symbol type   |
|  | <a href="#">Tags</a>             | Tags  |
|  | <a href="#">TaskOrgPoid</a>      | Task Org / ORBAT unique identifier  |
|  | <a href="#">TimeFrom</a>         | Starting time   |
|  | <a href="#">TimeTo</a>           | Ending time   |
|  | <a href="#">Type</a>             | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .) |

|   |  |                                  |
|---|--|----------------------------------|
|  | <a href="#"><u>UnitParent</u></a>        | Parent unit designator           |
|  | <a href="#"><u>UseCivilianFrames</u></a> | Whether civilian frames are used |
|  | <a href="#"><u>Weight</u></a>            | Weight                           |

See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Affiliation Property

Affiliation

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Affiliation Affiliation { get; set; }
```

#### C++

```
public:  
property Affiliation Affiliation {  
    Affiliation get();  
    void set (Affiliation value);  
}
```

*Property Value*

Type: [Affiliation](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Altitude Property

Altitude

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Altitude { get; set; }
```

#### C++

```
public:  
property String^ Altitude {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.BattleDimension Property

Battle dimension

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string BattleDimension { get; set; }
```

#### C++

```
public:  
property String^ BattleDimension {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Branch Property

Branch

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Branch { get; set; }
```

#### C++

```
public:  
property String^ Branch {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Capability Property

Capability

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Capability { get; set; }
```

#### C++

```
public:  
property String^ Capability {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.CharlieSIDC Property

2525/APP6 C SIDC

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string CharlieSIDC { get; }
```

#### C++

```
public:  
property String^ CharlieSIDC {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.CodingScheme Property

Coding scheme

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string CodingScheme { get; set; }
```

#### C++

```
public:  
property String^ CodingScheme {  
    String^ get ();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.ColorBarOCA Property

Color bar

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool ColorBarOCA { get; }
```

#### C++

```
public:  
property bool ColorBarOCA {  
    bool get();  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.CompleteLanguage Property

Full symbol description created by STP, including defaults omitted by the user

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string CompleteLanguage { get; set; }
```

#### C++

```
public:  
property String^ CompleteLanguage {  
    String^ get ();  
    void set (String^ value);  
}
```

### Property Value

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.defense Property

Defense

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string defense { get; set; }
```

#### C++

```
public:  
property String^ defense {  
    String^ get ();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.DeltaSIDC Property

2525/APP6 D SIDC

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpSymbol.SIDC DeltaSIDC { get; set; }
```

#### C++

```
public:  
property StpSymbol.SIDC^ DeltaSIDC {  
    StpSymbol.SIDC^ get();  
    void set (StpSymbol.SIDC^ value);  
}
```

### Property Value

Type: [StpSymbol.SIDC](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Description Property

Description of the symbol with no designators, e.g. Armored Infantry Company

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Description { get; }
```

#### C++

```
public:
virtual property String^ Description {
    String^ get () sealed;
}
```

*Property Value*

Type: [String](#)

*Implements*

[IRecoSymbol.Description](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Designator1 Property

Single designator or first of a pair of designators supported by a symbol, e.g. the north-side boundary designator

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Designator1 { get; set; }
```

#### C++

```
public:  
property String^ Designator1 {  
    String^ get ();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Designator2 Property

Second designator, e.g. the south-side boundary designator

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Designator2 { get; set; }
```

#### C++

```
public:  
property String^ Designator2 {  
    String^ get();  
    void set (String^ value);  
}
```

### Property Value

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.DesignatorDescription Property

Unit plus parent unit designator, e.g. A/3-1

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string DesignatorDescription { get; }
```

#### C++

```
public:  
property String^ DesignatorDescription {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.DesigPlusDescription Property

Designators prefixed to Description

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string DesigPlusDescription { get; }
```

#### C++

```
public:
virtual property String^ DesigPlusDescription {
    String^ get () sealed;
}
```

*Property Value*

Type: [String](#)

*Implements*

[IRecoSymbol.DesigPlusDescription](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.DimensionId Property

Dimension

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string DimensionId { get; }
```

#### C++

```
public:  
property String^ DimensionId {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.DrawNote Property

Draw note

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string DrawNote { get; }
```

#### C++

```
public:  
property String^ DrawNote {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.DrawRule Property

Draw rules

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Dictionary<string, string> DrawRule { get; }
```

#### C++

```
public:  
    property Dictionary<String^, String^>^ DrawRule {  
        Dictionary<String^, String^>^ get();  
    }
```

*Property Value*

Type: [Dictionary\(String, String\)](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Echelon Property

Echelon

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Echelon Echelon { get; set; }
```

#### C++

```
public:  
property Echelon Echelon {  
    Echelon get();  
    void set (Echelon value);  
}
```

*Property Value*

Type: [Echelon](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.FsdbVersion Property

Symbol version

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string FsdbVersion { get; set; }
```

#### C++

```
public:  
property String^ FsdbVersion {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.FullDescription Property

Full description, including affiliation, unit type, and unit designator, echelon, etc

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public override string FullDescription { get; }
```

#### C++

```
public:
virtual property String^ FullDescription {
    String^ get () override;
}
```

*Property Value*

Type: [String](#)

*Implements*

[IRecoSymbol.FullDescription](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Geometry Property

Type of geometry

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Geometry { get; set; }
```

#### C++

```
public:  
property String^ Geometry {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.GeometryType Property

Geometry type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpSymbol.GeometryTypeEnum GeometryType { get; }
```

#### C++

```
public:  
property StpSymbol.GeometryTypeEnum GeometryType {  
    StpSymbol.GeometryTypeEnum get();  
}
```

*Property Value*

Type: [StpSymbol.GeometryTypeEnum](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.GlyphPoid Property

Associate ink/stroked unique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string GlyphPoid { get; set; }
```

#### C++

```
public:  
property String^ GlyphPoid {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Graphics Property

Graphics

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<string> Graphics { get; }
```

#### C++

```
public:  
    property List<String^>^ Graphics {  
        List<String^>^ get();  
    }
```

*Property Value*

Type: [List\(String\)](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.GroundRole Property

Ground role

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string GroundRole { get; set; }
```

#### C++

```
public:  
property String^ GroundRole {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.IconType Property

Icon type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpSymbol.IconTypeEnum IconType { get; }
```

#### C++

```
public:  
property StpSymbol.IconTypeEnum IconType {  
    StpSymbol.IconTypeEnum get();  
}
```

*Property Value*

Type: [StpSymbol.IconTypeEnum](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.IsCustomSymbol Property

Wether the symbol is a proper 2525C symbol or represents a custom code (e.g. edit operation)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool IsCustomSymbol { get; }
```

#### C++

```
public:  
property bool IsCustomSymbol {  
    bool get();  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Labels Property

Labels

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<Dictionary<string, string>> Labels { get; }
```

#### C++

```
public:  
property List<Dictionary<String^, String^>>^ Labels {  
    List<Dictionary<String^, String^>>^ get();  
}
```

*Property Value*

Type: [List\(Dictionary\(String, String\)\)](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Language Property

Spoken language used to create item (defaults to FullDescription)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property String^ Language {  
    String^ get ();  
}
```

### Property Value

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Location Property

Location

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Location Location { get; set; }
```

#### C++

```
public:  
property Location^ Location {  
    Location^ get ();  
    void set (Location^ value);  
}
```

*Property Value*

Type: [Location](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.MaxAlt Property

Maximum altitude

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string MaxAlt { get; set; }
```

#### C++

```
public:  
property String^ MaxAlt {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.MinAlt Property

Minimum altitude

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string MinAlt { get; set; }
```

#### C++

```
public:  
property String^ MinAlt {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Mobility Property

Mobility

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Mobility { get; set; }
```

#### C++

```
public:  
property String^ Mobility {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Modifier Property

Symbol modifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Modifier Modifier { get; set; }
```

#### C++

```
public:  
property Modifier Modifier {  
    Modifier get();  
    void set (Modifier value);  
}
```

*Property Value*

Type: [Modifier](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Names Property

Names

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Dictionary<string, string> Names { get; }
```

#### C++

```
public:
property Dictionary<String^, String^>^ Names {
    Dictionary<String^, String^>^ get ();
}
```

*Property Value*

Type: [Dictionary\(String, String\)](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.OriginalUnitPoid Property

Unique identifier of the original unit this is derived from

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string OriginalUnitPoid { get; set; }
```

#### C++

```
public:  
property String^ OriginalUnitPoid {  
    String^ get();  
    void set (String^ value);  
}
```

### Property Value

Type: [String](#)

### Remarks

As tasks are approved, anticipated units related to the unit performing the task (the "who") are created. This property identifies the initial unit

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.ParentPoid Property

Parent unit unique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string ParentPoid { get; set; }
```

#### C++

```
public:  
property String^ ParentPoid {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Role Property

Role

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property String^ Role {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.ShortDescription Property

Short description: either just the DesignatorDescription, or if not designators, the Description

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string ShortDescription { get; }
```

#### C++

```
public:
virtual property String^ ShortDescription {
    String^ get () sealed;
}
```

*Property Value*

Type: [String](#)

*Implements*

[IRecoSymbol.ShortDescription](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.SpokenLanguage Property

Language spoken at symbol creation

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string SpokenLanguage { get; set; }
```

#### C++

```
public:  
property String^ SpokenLanguage {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Status Property

Status

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property Status Status {  
    Status get();  
    void set (Status value);  
}
```

*Property Value*

Type: [Status](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Strength Property

Strength

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Strength Strength { get; set; }
```

#### C++

```
public:  
property Strength Strength {  
    Strength get ();  
    void set (Strength value);  
}
```

*Property Value*

Type: [Strength](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.SymbolId Property

Symbol SIDC

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string SymbolId { get; set; }
```

#### C++

```
public:  
property String^ SymbolId {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.SymbolSet Property

Symbol set

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string SymbolSet { get; }
```

#### C++

```
public:  
property String^ SymbolSet {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.SymbolStatus Property

Symbol status

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpSymbol.SymbolStatusEnum SymbolStatus { get; }
```

#### C++

```
public:  
property StpSymbol.SymbolStatusEnum SymbolStatus {  
    StpSymbol.SymbolStatusEnum get();  
}
```

*Property Value*

Type: [StpSymbol.SymbolStatusEnum](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.SymbolType Property

Symbol type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string SymbolType { get; }
```

#### C++

```
public:  
property String^ SymbolType {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Tags Property

Tags

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Tags { get; }
```

#### C++

```
public:  
property String^ Tags {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.TaskOrgPoid Property

Task Org / ORBAT unique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string TaskOrgPoid { get; set; }
```

#### C++

```
public:  
property String^ TaskOrgPoid {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.TimeFrom Property

Starting time

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string TimeFrom { get; set; }
```

#### C++

```
public:  
property String^ TimeFrom {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.TimeTo Property

Ending time

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string TimeTo { get; set; }
```

#### C++

```
public:  
property String^ TimeTo {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.UnitParent Property

Parent unit designator

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string UnitParent { get; set; }
```

#### C++

```
public:  
property String^ UnitParent {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.UseCivilianFrames Property

Whether civilian frames are used

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool UseCivilianFrames { get; }
```

#### C++

```
public:  
property bool UseCivilianFrames {  
    bool get();  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Weight Property

Weight

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Weight { get; set; }
```

#### C++

```
public:  
property String^ Weight {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.StpSymbol Methods

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

### Methods

|   | Name                                  | Description   |
|---|---------------------------------------|---|
|  | <a href="#">Bitmap</a>                | Bitmap image  |
|  | <a href="#">Equals(Object)</a>        | Equality test (Overrides <a href="#">Object.Equals(Object)</a> .)   |
|  | <a href="#">Equals(StpSymbol)</a>     | Checks whether the content of this symbol is equivalent to some other by comparing key properties             |
|  | <a href="#">FromC2SIM</a>             | Create a new symbol from a C2SIM xml element  |
|  | <a href="#">GetHashCode</a>           | Get hash code (Overrides <a href="#">Object.GetHashCode()</a> .)  |
|  | <a href="#">GetLinearSymbolCoords</a> | Convert 2525/APP anchor points into simpler/linearized representations compatible with less capable renderers |
|  | <a href="#">GetType</a>               | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)              |
|  | <a href="#">ToString</a>              | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                |

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Bitmap Method

Bitmap image

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Bitmap Bitmap(  
    int width,  
    int height  
)
```

#### C++

```
public:  
Bitmap^ Bitmap(  
    int width,  
    int height  
)
```

### Parameters

*width*

Type: [System.Int32](#)

*height*

Type: [System.Int32](#)

### Return Value

Type: [Bitmap](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Equals Method

### Overload List

|   | Name                              | Description   |
|---|-----------------------------------|---|
|  | <a href="#">Equals(Object)</a>    | Equality test (Overrides <a href="#">Object.Equals(Object)</a> .)                                 |
|  | <a href="#">Equals(StpSymbol)</a> | Checks whether the content of this symbol is equivalent to some other by comparing key properties |

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.Equals Method (Object)

Equality test

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public override bool Equals(  
    Object o  
)
```

#### C++

```
public:  
virtual bool Equals(  
    Object^ o  
) override
```

### Parameters

*o*

Type: [System.Object](#)

### Return Value

Type: [Boolean](#)

### Implements

[IRecoSymbol.Equals\(Object\)](#)

### See Also

[StpSymbol Class](#)

[Equals Overload](#)

[StpSDK Namespace](#)

## StpSymbol.Equals Method (StpSymbol)

Checks whether the content of this symbol is equivalent to some other by comparing key properties

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool Equals(  
    StpSymbol item  
)
```

#### C++

```
public:  
bool Equals(  
    StpSymbol^ item  
)
```

### Parameters

*item*

Type: [StpSDK.StpSymbol](#)

### Return Value

Type: [Boolean](#)

### See Also

[StpSymbol Class](#)

[Equals Overload](#)

[StpSDK Namespace](#)

## StpSymbol.FromC2SIM Method

Create a new symbol from a C2SIM xml element

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static StpSymbol FromC2SIM(  
    string symbolSIdc,  
    XElement container,  
    string currentRole,  
    string defaultBlueCoaPoid,  
    string defaultRedCoaPoid  
)
```

#### C++

```
public:  
static StpSymbol^ FromC2SIM(  
    String^ symbolSIdc,  
    XElement^ container,  
    String^ currentRole,  
    String^ defaultBlueCoaPoid,  
    String^ defaultRedCoaPoid  
)
```

### Parameters

*symbolSIdc*

Type: [System.String](#)

*container*

Type: [System.Xml.Linq.XElement](#)

*currentRole*

Type: [System.String](#)

*defaultBlueCoaPoid*

Type: [System.String](#)

*defaultRedCoaPoid*

Type: [System.String](#)

### Return Value

Type: [StpSymbol](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.GetHashCode Method

Get hash code

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public override int GetHashCode()
```

#### C++

```
public:  
virtual int GetHashCode() override
```

*Return Value*

Type: [Int32](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.GetLinearSymbolCoords Method

Convert 2525/APP anchor points into simpler/linearized representations compatible with less capable renderers

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<LatLon> GetLinearSymbolCoords()
```

#### C++

```
public:  
List<LatLon^>^ GetLinearSymbolCoords()
```

### *Return Value*

Type: [List\(LatLon\)](#)

### See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

## StpSymbol.GeometryTypeEnum Enumeration

Geometry type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum GeometryTypeEnum
```

#### C++

```
public enum class GeometryTypeEnum
```

### Members

| Member name | Value | Description |
|-------------|-------|-------------|
| NA          | 0     |             |
| POINT       | 1     |             |
| LINE        | 2     |             |
| AREA        | 3     |             |
| MIXED       | 4     |             |

### See Also

[StpSDK Namespace](#)

## StpSymbol.IconTypeEnum Enumeration

Icon type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum IconTypeEnum
```

#### C++

```
public enum class IconTypeEnum
```

### Members

|  | <b>Member name</b>  | <b>Value</b> | <b>Description</b> |
|--|---------------------|--------------|--------------------|
|  | <b>NA</b>           | 0            |                    |
|  | <b>MAIN</b>         | 1            |                    |
|  | <b>MAIN_1</b>       | 2            |                    |
|  | <b>MAIN_2</b>       | 3            |                    |
|  | <b>FULL_OCTAGON</b> | 4            |                    |
|  | <b>FULL_FRAME</b>   | 5            |                    |
|  | <b>SPECIAL</b>      | 6            |                    |

### See Also

[StpSDK Namespace](#)

## StpSymbol.SIDC Class

SIDC symbol ID

Inheritance Hierarchy

[System.Object](#)

StpSDK.StpSymbol.SIDC

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

**C#**

```
public class SIDC
```

**C++**

```
public ref class SIDC
```

The StpSymbol.SIDC type exposes the following members.

Constructors

|   | Name   | Description |
|---|--|-------------|
|  | <a href="#">StpSymbol.SIDC(SIDC)</a>           | Constructor |
|  | <a href="#">StpSymbol.SIDC(String, String)</a> | Constructor |

Properties

|   | Name                          | Description             |
|---|-------------------------------|-------------------------|
|  | <a href="#">PartAString</a>   | SIDC Part A as a string |
|  | <a href="#">PartAUInt</a>     | SIDC Part A as a number |
|  | <a href="#">PartBString</a>   | SIDC Part B as a string |
|  | <a href="#">PartBUInt</a>     | SIDC Part B as a number |
|  | <a href="#">SymbolSetCode</a> | Symbol set code         |

## Methods

|   | Name  | Description |
|---|---|-------------|
|  <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |             |
|  <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |             |
|  <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |             |
|  <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |             |

## See Also

[StpSDK Namespace](#)

## StpSymbol.SIDC Constructor

### Overload List

|   | <b>Name</b>                                    | <b>Description</b> |
|---|--|--------------------|
|  | <a href="#">StpSymbol.SIDC(SIDC)</a>           | Constructor        |
|  | <a href="#">StpSymbol.SIDC(String, String)</a> | Constructor        |

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## StpSymbol.SIDC Constructor (SIDC)

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public SIDC(  
    SIDC sIDC  
)
```

#### C++

```
public:  
SIDC(  
    SIDC^ sIDC  
)
```

### Parameters

*sIDC*

Type: **SIDC**

### See Also

[StpSymbol.SIDC Class](#)

[StpSymbol.SIDC Overload](#)

[StpSDK Namespace](#)

## StpSymbol.SIDC Constructor (String, String)

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public SIDC(  
    string partA,  
    string partB  
)
```

#### C++

```
public:  
SIDC(  
    String^ partA,  
    String^ partB  
)
```

### Parameters

*partA*

Type: [System.String](#)

*partB*

Type: [System.String](#)

### See Also

[StpSymbol.SIDC Class](#)

[StpSymbol.SIDC Overload](#)

[StpSDK Namespace](#)

## SIDC.SIDC Properties

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

### Properties

|   | Name                          | Description             |
|---|-------------------------------|-------------------------|
|  | <a href="#">PartAString</a>   | SIDC Part A as a string |
|  | <a href="#">PartAUInt</a>     | SIDC Part A as a number |
|  | <a href="#">PartBString</a>   | SIDC Part B as a string |
|  | <a href="#">PartBUInt</a>     | SIDC Part B as a number |
|  | <a href="#">SymbolSetCode</a> | Symbol set code         |

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## StpSymbol.SIDC.PartAString Property

SIDC Part A as a string

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string PartAString { get; set; }
```

#### C++

```
public:  
property String^ PartAString {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## StpSymbol.SIDC.PartAUInt Property

SIDC Part A as a number

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public uint PartAUInt { get; set; }
```

#### C++

```
public:  
property unsigned int PartAUInt {  
    unsigned int get ();  
    void set (unsigned int value);  
}
```

*Property Value*

Type: [UInt32](#)

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## StpSymbol.SIDC.PartBString Property

SIDC Part B as a string

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string PartBString { get; set; }
```

#### C++

```
public:  
property String^ PartBString {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## StpSymbol.SIDC.PartBUInt Property

SIDC Part B as a number

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public uint PartBUInt { get; set; }
```

#### C++

```
public:  
property unsigned int PartBUInt {  
    unsigned int get ();  
    void set (unsigned int value);  
}
```

*Property Value*

Type: [UInt32](#)

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## StpSymbol.SIDC.SymbolSetCode Property

Symbol set code

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string SymbolSetCode { get; }
```

#### C++

```
public:  
property String^ SymbolSetCode {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## SIDC.SIDC Methods

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

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|   | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|   | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|   | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|   | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

## StpSymbol.SymbolStatusEnum Enumeration

Symbol ststus

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum SymbolStatusEnum
```

#### C++

```
public enum class SymbolStatusEnum
```

### Members

|  | Member name              | Value | Description |
|--|--------------------------|-------|-------------|
|  | <b>statusEnumNew</b>     | 0     |             |
|  | <b>statusEnumOld</b>     | 1     |             |
|  | <b>statusEnumRetired</b> | 2     |             |
|  | <b>statusEnumInvalid</b> | 3     |             |

### See Also

[StpSDK Namespace](#)

## StpTask Class

Military task

Inheritance Hierarchy

[System.Object](#)

[StpSDK.StpItem](#)

StpSDK.StpTask

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpTask : StpItem
```

#### C++

```
public ref class StpTask : public StpItem
```

The **StpTask** type exposes the following members.

### Constructors

|   | Name                    | Description |
|---|-------------------------|-------------|
|  | <a href="#">StpTask</a> | Constructor |

### Properties

|   | Name                             | Description  |
|---|----------------------------------|--|
|  | <a href="#">Alternates</a>       | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .)             |
|  | <a href="#">Confidence</a>       | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .) |
|  | <a href="#">CreatorRole</a>      | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)                      |
|  | <a href="#">Description</a>      | Description of the task  |
|  | <a href="#">EndTime</a>          | End time slot  |
|  | <a href="#">FiresFeatures</a>    | Fires components   |
|  | <a href="#">FullDescription</a>  | Full description (Overrides <a href="#">StpItem.FullDescription</a> .)                           |
|  | <a href="#">How</a>              | Task "how"   |
|  | <a href="#">IsConfirmed</a>      | User has confirmed the task  |
|  | <a href="#">Language</a>         | Language describing the task   |
|  | <a href="#">MovementFeatures</a> | Components indicating movement   |
|  | <a href="#">Name</a>             | Task name  |

|   |                            |   |
|---|----------------------------|---|
|    | <a href="#">Order</a>      | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)                                   |
|    | <a href="#">ParentCoa</a>  | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|    | <a href="#">Poid</a>       | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|    | <a href="#">Prob</a>       | Likelyhood / probability that this is the task the user intended  |
|    | <a href="#">Speech</a>     | Speech used at task creation  |
|    | <a href="#">StartTime</a>  | Start time slot   |
|    | <a href="#">Supported</a>  | Unique id of the supported unit, if any   |
|    | <a href="#">TaskStatus</a> | Task status   |
|    | <a href="#">Tgs</a>        | Task Tactical Graphics  |
|    | <a href="#">Trigger</a>    | Key element triggering the task   |
|    | <a href="#">Type</a>       | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .) |
|    | <a href="#">UiStatus</a>   | UI status - "confirming" or "confirmed" (aka "approved")  |
|   | <a href="#">What</a>       | Task "what"   |
|  | <a href="#">Who</a>        | Unique id of the nit who is executing the task  |
|  | <a href="#">Why</a>        | Task "why"  |

## Methods

|   | Name                              | Description   |
|---|-----------------------------------|---|
|  | <a href="#">DefendInPlaceTask</a> | Create basic defend in place task   |
|  |                                   |   |
|  | <a href="#">Equals</a>            | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a>       | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>           | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>          | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

## See Also

[StpSDK Namespace](#)

## StpTask Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public StpTask()
```

**C++**

```
public:  
  StpTask()
```

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.StpTask Properties

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

### Properties

|  | Name                             | Description   |
|--|----------------------------------|---|
|  | <a href="#">Alternates</a>       | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Confidence</a>       | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">CreatorRole</a>      | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">Description</a>      | Description of the task   |
|  | <a href="#">EndTime</a>          | End time slot   |
|  | <a href="#">FiresFeatures</a>    | Fires components  |
|  | <a href="#">FullDescription</a>  | Full description (Overrides <a href="#">StpItem.FullDescription</a> .)  |
|  | <a href="#">How</a>              | Task "how"  |
|  | <a href="#">IsConfirmed</a>      | User has confirmed the task   |
|  | <a href="#">Language</a>         | Language describing the task  |
|  | <a href="#">MovementFeatures</a> | Components indicating movement  |
|  | <a href="#">Name</a>             | Task name   |
|  | <a href="#">Order</a>            | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)                                   |
|  | <a href="#">ParentCoa</a>        | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">Poid</a>             | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Prob</a>             | Likelyhood / probability that this is the task the user intended  |
|  | <a href="#">Speech</a>           | Speech used at task creation  |
|  | <a href="#">StartTime</a>        | Start time slot   |
|  | <a href="#">Supported</a>        | Unique id of the supported unit, if any   |
|  | <a href="#">TaskStatus</a>       | Task status   |
|  | <a href="#">Tgs</a>              | Task Tactical Graphics  |
|  | <a href="#">Trigger</a>          | Key element triggering the task   |
|  | <a href="#">Type</a>             | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .) |
|  | <a href="#">UiStatus</a>         | UI status - "confirming" or "confirmed" (aka "approved")  |
|  | <a href="#">What</a>             | Task "what"   |
|  | <a href="#">Who</a>              | Unique id of the nit who is executing the task  |
|  | <a href="#">Why</a>              | Task "why"  |

**See Also**

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Description Property

Description of the task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Description { get; set; }
```

#### C++

```
public:  
property String^ Description {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.EndTime Property

End time slot

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property int EndTime {  
    int get ();  
    void set (int value);  
}
```

*Property Value*

Type: [Int32](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.FiresFeatures Property

Fires components

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public FiresFeatures FiresFeatures { get; set; }
```

#### C++

```
public:  
property FiresFeatures^ FiresFeatures {  
    FiresFeatures^ get();  
    void set (FiresFeatures^ value);  
}
```

*Property Value*

Type: [FiresFeatures](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.FullDescription Property

Full description

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public override string FullDescription { get; }
```

#### C++

```
public:
virtual property String^ FullDescription {
    String^ get () override;
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.How Property

Task "how"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public TaskHow How { get; set; }
```

#### C++

```
public:  
property TaskHow How {  
    TaskHow get();  
    void set (TaskHow value);  
}
```

*Property Value*

Type: [TaskHow](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.IsConfirmed Property

User has confirmed the task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool IsConfirmed { get; }
```

#### C++

```
public:  
property bool IsConfirmed {  
    bool get();  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Language Property

Language describing the task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property String^ Language {  
    String^ get ();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.MovementFeatures Property

Components indicating movement

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public MovementFeatures MovementFeatures { get; set; }
```

#### C++

```
public:  
property MovementFeatures^ MovementFeatures {  
    MovementFeatures^ get ();  
    void set (MovementFeatures^ value);  
}
```

*Property Value*

Type: [MovementFeatures](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Name Property

Task name

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Name { get; set; }
```

#### C++

```
public:  
property String^ Name {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Prob Property

Likelihood / probability that this is the task the user intended

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property double Prob {  
    double get();  
    void set (double value);  
}
```

*Property Value*

Type: [Double](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Speech Property

Speech used at task creation

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Speech { get; set; }
```

#### C++

```
public:  
property String^ Speech {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.StartTime Property

Start time slot

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property int StartTime {  
    int get ();  
    void set (int value);  
}
```

*Property Value*

Type: [Int32](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Supported Property

Unique id of the supported unit, if any

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Supported { get; set; }
```

#### C++

```
public:  
property String^ Supported {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.TaskStatus Property

Task status

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string TaskStatus { get; set; }
```

#### C++

```
public:  
property String^ TaskStatus {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Tgs Property

Task Tactical Graphics

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<string> Tgs { get; set; }
```

#### C++

```
public:
property List<String^>^ Tgs {
    List<String^>^ get ();
    void set (List<String^>^ value);
}
```

*Property Value*

Type: [List\(String\)](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Trigger Property

Key element triggering the task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Trigger { get; set; }
```

#### C++

```
public:  
property String^ Trigger {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.UiStatus Property

UI status - "confirming" or "confirmed" (aka "approved")

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string UiStatus { get; set; }
```

#### C++

```
public:  
property String^ UiStatus {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.What Property

Task "what"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public TaskWhat What { get; set; }
```

#### C++

```
public:  
property TaskWhat What {  
    TaskWhat get ();  
    void set (TaskWhat value);  
}
```

*Property Value*

Type: [TaskWhat](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Who Property

Unique id of the nit who is executing the task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Who { get; set; }
```

#### C++

```
public:  
property String^ Who {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.Why Property

Task "why"

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public TaskWhy Why { get; set; }
```

#### C++

```
public:  
property TaskWhy Why {  
    TaskWhy get();  
    void set (TaskWhy value);  
}
```

*Property Value*

Type: [TaskWhy](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.StpTask Methods

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

### Methods

|   | Name                              | Description   |
|---|-----------------------------------|---|
|   | <a href="#">DefendInPlaceTask</a> | Create basic defend in place task   |
|   | <a href="#">Equals</a>            | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|   | <a href="#">GetHashCode</a>       | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|   | <a href="#">GetType</a>           | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|   | <a href="#">ToString</a>          | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTask.DefendInPlaceTask Method

Create basic defend in place task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static StpTask DefendInPlaceTask(  
    string whoSymbolPoid  
)
```

#### C++

```
public:  
static StpTask^ DefendInPlaceTask(  
    String^ whoSymbolPoid  
)
```

### Parameters

*whoSymbolPoid*

Type: [System.String](#)

### Return Value

Type: [StpTask](#)

### See Also

[StpTask Class](#)

[StpSDK Namespace](#)

## StpTaskOrgRelationship Class

Task Org (TO) / ORBAT unit relationship

### Inheritance Hierarchy

[System.Object](#)

[StpSDK.StpItem](#)

StpSDK.StpTaskOrgRelationship

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpTaskOrgRelationship : StpItem
```

#### C++

```
public ref class StpTaskOrgRelationship : public StpItem
```

The **StpTaskOrgRelationship** type exposes the following members.

### Constructors

|   | Name                                   | Description |
|---|--|-------------|
|  | <a href="#">StpTaskOrgRelationship</a> | Constructor |

## Properties

|   | <b>Name</b>                     | <b>Description</b>  |
|---|---------------------------------|---|
|  | <a href="#">Alternates</a>      | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Child</a>           | Child/subordinate unit's unique id  |
|  | <a href="#">Confidence</a>      | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">CreatorRole</a>     | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">FullDescription</a> | Detailed item description (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">IsMTOE</a>          | Whether this is a Modified Table of Organization and Equipment  |
|  | <a href="#">Order</a>           | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)                                   |
|  | <a href="#">Parent</a>          | Parent unit's unique id   |
|  | <a href="#">ParentCoa</a>       | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">Poid</a>            | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Relationship</a>    | Relationship between units  |
|  | <a href="#">Type</a>            | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .) |

## Methods

|   | <b>Name</b>                 | <b>Description</b>  |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

## See Also

[StpSDK Namespace](#)

## StpTaskOrgRelationship Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpTaskOrgRelationship()
```

#### C++

```
public:  
    StpTaskOrgRelationship()
```

### See Also

[StpTaskOrgRelationship Class](#)

[StpSDK Namespace](#)

## StpTaskOrgRelationship.StpTaskOrgRelationship Properties

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

### Properties

|  | Name                            | Description   |
|--|---------------------------------|---|
|   | <a href="#">Alternates</a>      | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .)  |
|   | <a href="#">Child</a>           | Child/subordinate unit's unique id  |
|   | <a href="#">Confidence</a>      | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .)  |
|   | <a href="#">CreatorRole</a>     | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)   |
|   | <a href="#">FullDescription</a> | Detailed item description (Inherited from <a href="#">StpItem</a> .)  |
|   | <a href="#">IsMTOE</a>          | Whether this is a Modified Table of Organization and Equipment  |
|   | <a href="#">Order</a>           | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)                                   |
|   | <a href="#">Parent</a>          | Parent unit's unique id   |
|   | <a href="#">ParentCoa</a>       | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|   | <a href="#">Poid</a>            | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|   | <a href="#">Relationship</a>    | Relationship between units  |
|  | <a href="#">Type</a>            | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .) |

### See Also

[StpTaskOrgRelationship Class](#)

[StpSDK Namespace](#)

## StpTaskOrgRelationship.Child Property

Child/subordinate unit's unique id

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Child { get; set; }
```

#### C++

```
public:  
property String^ Child {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTaskOrgRelationship Class](#)

[StpSDK Namespace](#)

## StpTaskOrgRelationship.IsMTOE Property

Whether this is a Modified Table of Organization and Equipment

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property bool IsMTOE {  
    bool get();  
    void set (bool value);  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[StpTaskOrgRelationship Class](#)

[StpSDK Namespace](#)

## StpTaskOrgRelationship.Parent Property

Parent unit's unique id

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Parent { get; set; }
```

#### C++

```
public:  
property String^ Parent {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTaskOrgRelationship Class](#)

[StpSDK Namespace](#)

## StpTaskOrgRelationship.Relationship Property

Relationship between units

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public CommandRelationship Relationship { get; set; }
```

#### C++

```
public:
property CommandRelationship Relationship {
    CommandRelationship get ();
    void set (CommandRelationship value);
}
```

*Property Value*

Type: [CommandRelationship](#)

### See Also

[StpTaskOrgRelationship Class](#)

[StpSDK Namespace](#)

## StpTaskOrgRelationship.StpTaskOrgRelationship Methods

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

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[StpTaskOrgRelationship Class](#)

[StpSDK Namespace](#)

## StpTaskOrgUnit Class

Task Org (TO) / ORBAT Unit

### Inheritance Hierarchy

[System.Object](#)

[StpSDK.StpItem](#)

[StpSDK.StpSymbol](#)

StpSDK.StpTaskOrgUnit

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class StpTaskOrgUnit : StpSymbol
```

#### C++

```
public ref class StpTaskOrgUnit : public StpSymbol
```

The **StpTaskOrgUnit** type exposes the following members.

### Constructors

|   | Name                           | Description |
|---|--------------------------------|-------------|
|  | <a href="#">StpTaskOrgUnit</a> | Constructor |

### Properties

|   | Name                             | Description   |
|---|----------------------------------|---|
|  | <a href="#">Affiliation</a>      | Affiliation (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Alternates</a>       | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Altitude</a>         | Altitude (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">BattleDimension</a>  | Battle dimension (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Branch</a>           | Branch (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Capability</a>       | Capability (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">CharlieSIDC</a>      | 2525/APP6 C SIDC (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">CodingScheme</a>     | Coding scheme (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">ColorBarOCA</a>      | Color bar (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">CompleteLanguage</a> | Full symbol description created by STP, including defaults omitted by the user (Inherited from <a href="#">StpSymbol</a> .) |

|   |                                       |   |
|---|---------------------------------------|---|
|    | <a href="#">Confidence</a>            | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .)  |
|    | <a href="#">CreatorRole</a>           | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)   |
|    | <a href="#">defense</a>               | Defense (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">DeltaSIDC</a>             | 2525/APP6 D SIDC (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">Description</a>           | Description of the symbol with no designators, e.g. Armored Infantry Company (Inherited from <a href="#">StpSymbol</a> .)                                       |
|    | <a href="#">Designator1</a>           | Single designator or first of a pair of designators supported by a symbol, e.g. the north-side boundary designator (Inherited from <a href="#">StpSymbol</a> .) |
|    | <a href="#">Designator2</a>           | Second designator, e.g. the south-side boundary designator (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">DesignatorDescription</a> | Unit plus parent unit designator, e.g. A/3-1 (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">DesigPlusDescription</a>  | Designators prefixed to Description (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">DimensionId</a>           | Dimension (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">DrawNote</a>              | Draw note (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">DrawRule</a>              | Draw rules (Inherited from <a href="#">StpSymbol</a> .)   |
|   | <a href="#">Echelon</a>               | Echelon (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">FsdbVersion</a>           | Symbol version (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">FullDescription</a>       | Full description, including affiliation, unit type, and unit designator, echelon, etc (Inherited from <a href="#">StpSymbol</a> .)                              |
|  | <a href="#">Geometry</a>              | Type of geometry (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">GeometryType</a>          | Geometry type (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">GlyphPoid</a>             | Associate ink/stroked unique identifier (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Graphics</a>              | Graphics (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">GroundRole</a>            | Ground role (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">IconType</a>              | Icon type (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Info</a>                  | Additional info   |
|  | <a href="#">IsCustomSymbol</a>        | Whther the symbol is a proper 2525C symbol or represents a custom code (e.g. edit operation) (Inherited from <a href="#">StpSymbol</a> .)                       |
|  | <a href="#">IsDefaultEchelon</a>      | Echelon was automatically assigned based on the parent's at unit creation time  |
|  | <a href="#">Labels</a>                | Labels (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Language</a>              | Spoken language used to create item (defaults to FullDescription) (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Location</a>              | Location (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">MaxAlt</a>                | Maximum altitude (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">MinAlt</a>                | Minimum altitude (Inherited from <a href="#">StpSymbol</a> .)   |

|  |                                   |   |
|--|-----------------------------------|---|
|  | <a href="#">Mobility</a>          | Mobility (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Modifier</a>          | Symbol modifier (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Name</a>              | Unit name - can be different than the designators, for example "Triple Nickel" for 5/5-5  |
|  | <a href="#">Names</a>             | Names (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Order</a>             | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">OriginalUnitPoid</a>  | Unique identifier of the original unit this is derived from (Inherited from <a href="#">StpSymbol</a> .)                                      |
|  | <a href="#">ParentCoa</a>         | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">ParentPoid</a>        | Parent unit unique identifier (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Poid</a>              | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Role</a>              | Role (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">ShortDescription</a>  | Short description: either just the DesignatorDescription, or if not designators, the Description (Inherited from <a href="#">StpSymbol</a> .) |
|  | <a href="#">SpokenLanguage</a>    | Language spoken at symbol creation (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Status</a>            | Status (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Strength</a>          | Strength (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">SymbolId</a>          | Symbol SIDC (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">SymbolSet</a>         | Symbol set (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">SymbolStatus</a>      | Symbol status (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">SymbolType</a>        | Symbol type (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Tags</a>              | Tags (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">TaskOrgPoid</a>       | Task Org / ORBAT unique identifier (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">TimeFrom</a>          | Starting time (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">TimeTo</a>            | Ending time (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Type</a>              | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .)       |
|  | <a href="#">UnitParent</a>        | Parent unit designator (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">UnitType</a>          | Unit type   |
|  | <a href="#">UseCivilianFrames</a> | Whether civilian frames are used (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Weight</a>            | Weight (Inherited from <a href="#">StpSymbol</a> .)   |

## Methods

|  | Name                   | Description   |
|--|------------------------|---|
|  | <a href="#">Bitmap</a> | Bitmap image (Inherited from <a href="#">StpSymbol</a> .) |

|   |  |
|---|--|
|  <a href="#">Equals(Object)</a>        | Equality test (Inherited from <a href="#">StpSymbol</a> .)   |
|  <a href="#">Equals(StpSymbol)</a>     | Checks whether the content of this symbol is equivalent to some other by comparing key properties (Inherited from <a href="#">StpSymbol</a> .)             |
|  <a href="#">GetHashCode</a>           | Get hash code (Inherited from <a href="#">StpSymbol</a> .)   |
|  <a href="#">GetLinearSymbolCoords</a> | Convert 2525/APP anchor points into simpler/linearized representations compatible with less capable renderers (Inherited from <a href="#">StpSymbol</a> .) |
|  <a href="#">GetType</a>               | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)   |
|  <a href="#">ToString</a>              | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)   |

## See Also

[StpSDK Namespace](#)

## StpTaskOrgUnit Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public StpTaskOrgUnit()
```

**C++**

```
public:  
  StpTaskOrgUnit()
```

### See Also

[StpTaskOrgUnit Class](#)

[StpSDK Namespace](#)

## StpTaskOrgUnit.StpTaskOrgUnit Properties

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

### Properties

|   | <b>Name</b>                           | <b>Description</b>  |
|---|---------------------------------------|---|
|    | <a href="#">Affiliation</a>           | Affiliation (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">Alternates</a>            | Alternate interpretations for this symbol (Inherited from <a href="#">StpItem</a> .)  |
|    | <a href="#">Altitude</a>              | Altitude (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">BattleDimension</a>       | Battle dimension (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">Branch</a>                | Branch (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">Capability</a>            | Capability (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">CharlieSIDC</a>           | 2525/APP6 C SIDC (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">CodingScheme</a>          | Coding scheme (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">ColorBarOCA</a>           | Color bar (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">CompleteLanguage</a>      | Full symbol description created by STP, including defaults omitted by the user (Inherited from <a href="#">StpSymbol</a> .)                                     |
|    | <a href="#">Confidence</a>            | Confidence of the interpretation of the user's action (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">CreatorRole</a>           | Current role performing the edit (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">defense</a>               | Defense (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">DeltaSIDC</a>             | 2525/APP6 D SIDC (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Description</a>           | Description of the symbol with no designators, e.g. Armored Infantry Company (Inherited from <a href="#">StpSymbol</a> .)                                       |
|  | <a href="#">Designator1</a>           | Single designator or first of a pair of designators supported by a symbol, e.g. the north-side boundary designator (Inherited from <a href="#">StpSymbol</a> .) |
|  | <a href="#">Designator2</a>           | Second designator, e.g. the south-side boundary designator (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">DesignatorDescription</a> | Unit plus parent unit designator, e.g. A/3-1 (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">DesigPlusDescription</a>  | Designators prefixed to Description (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">DimensionId</a>           | Dimension (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">DrawNote</a>              | Draw note (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">DrawRule</a>              | Draw rules (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Echelon</a>               | Echelon (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">FsdbVersion</a>           | Symbol version (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">FullDescription</a>       | Full description, including affiliation, unit type, and unit designator, echelon, etc (Inherited from <a href="#">StpSymbol</a> .)                              |
|  | <a href="#">Geometry</a>              | Type of geometry (Inherited from <a href="#">StpSymbol</a> .)   |

|   |                                  |   |
|---|----------------------------------|---|
|    | <a href="#">GeometryType</a>     | Geometry type (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">GlyphPoid</a>        | Associate ink/stroked unique identifier (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">Graphics</a>         | Graphics (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">GroundRole</a>       | Ground role (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">IconType</a>         | Icon type (Inherited from <a href="#">StpSymbol</a> .)  |
|    | <a href="#">Info</a>             | Additional info   |
|    | <a href="#">IsCustomSymbol</a>   | Whther the symbol is a proper 2525C symbol or represents a custom code (e.g. edit operation) (Inherited from <a href="#">StpSymbol</a> .)     |
|    | <a href="#">IsDefaultEchelon</a> | Echelon was automatically assigned based on the parent's at unit creation time  |
|    | <a href="#">Labels</a>           | Labels (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">Language</a>         | Spoken language used to create item (defaults to FullDescription) (Inherited from <a href="#">StpSymbol</a> .)                                |
|    | <a href="#">Location</a>         | Location (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">MaxAlt</a>           | Maximum altitude (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">MinAlt</a>           | Minimum altitude (Inherited from <a href="#">StpSymbol</a> .)   |
|    | <a href="#">Mobility</a>         | Mobility (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Modifier</a>         | Symbol modifier (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Name</a>             | Unit name - can be different than the designators, for example "Triple Nickel" for 5/5-5  |
|  | <a href="#">Names</a>            | Names (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Order</a>            | Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">OriginalUnitPoid</a> | Unique identifier of the original unit this is derived from (Inherited from <a href="#">StpSymbol</a> .)                                      |
|  | <a href="#">ParentCoa</a>        | Unique id of COA containing symbol (Inherited from <a href="#">StpItem</a> .)   |
|  | <a href="#">ParentPoid</a>       | Parent unit unique identifier (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Poid</a>             | Unique identifier (Inherited from <a href="#">StpItem</a> .)  |
|  | <a href="#">Role</a>             | Role (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">ShortDescription</a> | Short description: either just the DesignatorDescription, or if not designators, the Description (Inherited from <a href="#">StpSymbol</a> .) |
|  | <a href="#">SpokenLanguage</a>   | Language spoken at symbol creation (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Status</a>           | Status (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Strength</a>         | Strength (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">SymbolId</a>         | Symbol SIDC (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">SymbolSet</a>        | Symbol set (Inherited from <a href="#">StpSymbol</a> .)   |

|   |                                   |   |
|---|-----------------------------------|---|
|  | <a href="#">SymbolStatus</a>      | Symbol status (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">SymbolType</a>        | Symbol type (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Tags</a>              | Tags (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">TaskOrgPoid</a>       | Task Org / ORBAT unique identifier (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">TimeFrom</a>          | Starting time (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">TimeTo</a>            | Ending time (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Type</a>              | Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from <a href="#">StpItem</a> .) |
|  | <a href="#">UnitParent</a>        | Parent unit designator (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">UnitType</a>          | Unit type   |
|  | <a href="#">UseCivilianFrames</a> | Whether civilian frames are used (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Weight</a>            | Weight (Inherited from <a href="#">StpSymbol</a> .)   |

## See Also

[StpTaskOrgUnit Class](#)

[StpSDK Namespace](#)

## StpTaskOrgUnit.Info Property

Additional info

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Info { get; set; }
```

#### C++

```
public:  
property String^ Info {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTaskOrgUnit Class](#)

[StpSDK Namespace](#)

## StpTaskOrgUnit.IsDefaultEchelon Property

Echelon was automatically assigned based on the parent's at unit creation time

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

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

#### C++

```
public:  
property bool IsDefaultEchelon {  
    bool get();  
    void set (bool value);  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[StpTaskOrgUnit Class](#)

[StpSDK Namespace](#)

## StpTaskOrgUnit.Name Property

Unit name - can be different than the designators, for example "Triple Nickel" for 5/5-5

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Name { get; set; }
```

#### C++

```
public:  
property String^ Name {  
    String^ get();  
    void set (String^ value);  
}
```

### Property Value

Type: [String](#)

### Remarks

Name can be an expression with grouping (parenthesis) alternatives (pipe symbol) and optional (square brackets). Example: (ONE | FIRST) [ROYAL] IRISH [GUARDS] [REGIMENT] Accepts these names, amongst others: ONE IRISH FIRST IRISH ONE ROYAL IRISH FIRST ROYAL IRISH REGIMENT ONE ROYAL ISISH GUARDS REGIMENT

### See Also

[StpTaskOrgUnit Class](#)

[StpSDK Namespace](#)

## StpTaskOrgUnit.UnitType Property

Unit type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string UnitType { get; set; }
```

#### C++

```
public:  
property String^ UnitType {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpTaskOrgUnit Class](#)

[StpSDK Namespace](#)

## StpTaskOrgUnit.StpTaskOrgUnit Methods

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

### Methods

|   | Name                                  | Description  |
|---|---------------------------------------|--|
|  | <a href="#">Bitmap</a>                | Bitmap image (Inherited from <a href="#">StpSymbol</a> .)  |
|  | <a href="#">Equals(Object)</a>        | Equality test (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">Equals(StpSymbol)</a>     | Checks whether the content of this symbol is equivalent to some other by comparing key properties (Inherited from <a href="#">StpSymbol</a> .)             |
|  | <a href="#">GetHashCode</a>           | Get hash code (Inherited from <a href="#">StpSymbol</a> .)   |
|  | <a href="#">GetLinearSymbolCoords</a> | Convert 2525/APP anchor points into simpler/linearized representations compatible with less capable renderers (Inherited from <a href="#">StpSymbol</a> .) |
|  | <a href="#">GetType</a>               | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)   |
|  | <a href="#">ToString</a>              | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)   |

### See Also

[StpTaskOrgUnit Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp Class

STP edit operation

Inheritance Hierarchy

[System.Object](#)

StpSDK.StpUndoableEditOp

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public class StpUndoableEditOp
```

C++

```
public ref class StpUndoableEditOp
```

The **StpUndoableEditOp** type exposes the following members.

Constructors

|   | Name                              | Description |
|---|-----------------------------------|-------------|
|  | <a href="#">StpUndoableEditOp</a> | Constructor |

Properties

|   | Name                      | Description           |
|---|---------------------------|-----------------------|
|  | <a href="#">Operation</a> | Operation type        |
|  | <a href="#">Poid</a>      | STP id                |
|  | <a href="#">ToString</a>  | String representation |

Methods

|   | Name                                      | Description  |
|---|---|--|
|  | <a href="#">Equals(Object)</a>            | Equality test (Overrides <a href="#">Object.Equals(Object)</a> .)                                |
|  | <a href="#">Equals(StpUndoableEditOp)</a> | Equality test  |
|  | <a href="#">GetHashCode</a>               | Hash code (Overrides <a href="#">Object.GetHashCode()</a> .)                                     |
|  | <a href="#">GetType</a>                   | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">ToString</a>                  | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)   |

## Operators

|   | Name                       | Description         |
|---|----------------------------|---------------------|
|  | <a href="#">Equality</a>   | Equality operator   |
|  | <a href="#">Inequality</a> | Inequality operator |

## See Also

[StpSDK Namespace](#)

## StpUndoableEditOp Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpUndoableEditOp(  
    string poid,  
    StpUndoableEditOpType operation  
)
```

#### C++

```
public:  
    StpUndoableEditOp(  
        String^ poid,  
        StpUndoableEditOpType operation  
)
```

#### Parameters

*poid*

Type: [System.String](#)

STP unique id

*operation*

Type: [StpSDK.StpUndoableEditOpType](#)

#### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.StpUndoableEditOp Properties

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

### Properties

|   | Name                      | Description           |
|---|---------------------------|-----------------------|
|  | <a href="#">Operation</a> | Operation type        |
|  | <a href="#">Poid</a>      | STP id                |
|  | <a href="#">ToString</a>  | String representation |

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.Operation Property

Operation type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpUndoableEditOpType Operation { get; set; }
```

#### C++

```
public:  
property StpUndoableEditOpType Operation {  
    StpUndoableEditOpType get();  
    void set (StpUndoableEditOpType value);  
}
```

*Property Value*

Type: [StpUndoableEditOpType](#)

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.Poid Property

STP idUnique identifier

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Poid { get; set; }
```

#### C++

```
public:  
property String^ Poid {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.ToString Property

String representation

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string ToString { get; }
```

#### C++

```
public:  
property String^ ToString {  
    String^ get();  
}
```

*Property Value*

Type: [String](#)

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.StpUndoableEditOp Methods

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

### Methods

|  | Name                                      | Description  |
|--|---|--|
|  | <a href="#">Equals(Object)</a>            | Equality test (Overrides <a href="#">Object.Equals(Object)</a> .)                                |
|  | <a href="#">Equals(StpUndoableEditOp)</a> | Equality test  |
|  | <a href="#">GetHashCode</a>               | Hash code (Overrides <a href="#">Object.GetHashCode()</a> .)                                     |
|  | <a href="#">GetType</a>                   | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">ToString</a>                  | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)   |

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.Equals Method

### Overload List

|   | Name                                      | Description   |
|---|---|---|
|  | <a href="#">Equals(Object)</a>            | Equality test (Overrides <a href="#">Object.Equals(Object)</a> .) |
|  | <a href="#">Equals(StpUndoableEditOp)</a> | Equality test   |

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.Equals Method (Object)

Equality test

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public override bool Equals(  
    Object o  
)
```

#### C++

```
public:  
virtual bool Equals(  
    Object^ o  
) override
```

### Parameters

*o*

Type: [System.Object](#)

### Return Value

Type: [Boolean](#)

### See Also

[StpUndoableEditOp Class](#)

[Equals Overload](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.Equals Method (StpUndoableEditOp)

Equality test

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool Equals(  
    StpUndoableEditOp psi  
)
```

#### C++

```
public:  
bool Equals(  
    StpUndoableEditOp^ psi  
)
```

### Parameters

*psi*

Type: [StpSDK.StpUndoableEditOp](#)

### Return Value

Type: [Boolean](#)

### See Also

[StpUndoableEditOp Class](#)

[Equals Overload](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.GetHashCode Method

Hash code

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public override int GetHashCode()
```

#### C++

```
public:  
virtual int GetHashCode() override
```

*Return Value*

Type: [Int32](#)

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.StpUndoableEditOp Operators

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

### Operators

|   | Name                       | Description         |
|---|----------------------------|---------------------|
|  | <a href="#">Equality</a>   | Equality operator   |
|  | <a href="#">Inequality</a> | Inequality operator |

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.Equality Operator

Equality operator

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static bool operator ==(  
    StpUndoableEditOp lhs,  
    Object rhs  
)
```

#### C++

```
public:  
static bool operator ==(  
    StpUndoableEditOp^ lhs,  
    Object^ rhs  
)
```

### Parameters

*lhs*

Type: [StpSDK.StpUndoableEditOp](#)

*rhs*

Type: [System.Object](#)

### Return Value

Type: [Boolean](#)

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOp.Inequality Operator

Inequality operator

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static bool operator !=(
    StpUndoableEditOp lhs,
    Object rhs
)
```

#### C++

```
public:
static bool operator !=(
    StpUndoableEditOp^ lhs,
    Object^ rhs
)
```

### Parameters

*lhs*

Type: [StpSDK.StpUndoableEditOp](#)

*rhs*

Type: [System.Object](#)

### Return Value

Type: [Boolean](#)

### See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

## StpUndoableEditOpType Enumeration

Edit operation type

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum StpUndoableEditOpType
```

#### C++

```
public enum class StpUndoableEditOpType
```

### Members

| Member name     | Value | Description |
|-----------------|-------|-------------|
| <b>Added</b>    | 0     |             |
| <b>Modified</b> | 1     |             |
| <b>Removed</b>  | 2     |             |

### See Also

[StpSDK Namespace](#)

## Strength Enumeration

Strength affiliation 2525/APP6 D

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum Strength
```

#### C++

```
public enum class Strength
```

### Members

|  | Member name               | Value | Description |
|--|---------------------------|-------|-------------|
|  | <b>none</b>               | 0     |             |
|  | <b>reduced</b>            | 1     |             |
|  | <b>reinforced</b>         | 2     |             |
|  | <b>reduced_reinforced</b> | 3     |             |

### See Also

[StpSDK Namespace](#)

## SymbolCache(*T*) Class

Symbol repository

Inheritance Hierarchy

[System.Object](#)

StpSDK.SymbolCache(*T*)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

**C#**

```
public class SymbolCache<T>
where T : new(), IRecoSymbol
```

**C++**

```
generic<typename T>
where T : gcnew(), IRecoSymbol
public ref class SymbolCache
```

Type Parameters

*T*

The SymbolCache(*T*) type exposes the following members.

Constructors

|   | Name                                  | Description |
|---|---------------------------------------|-------------|
|  | <a href="#">SymbolCache(<i>T</i>)</a> | Constructor |

Properties

|   | Name                                    | Description  |
|---|---|--|
|  | <a href="#">CanUndo</a>                 | Check if there are any undoable operations                 |
|  | <a href="#">CurrentPoids</a>            | Enumerable STP ids (poids)                                 |
|  | <a href="#">FocusedSymbol</a>           | Symbols that is currently in focus                         |
|  | <a href="#">FocusedSymbolAlternates</a> | List of alternates for the symbol that currently has focus |
|  | <a href="#">FocusedSymbolPoid</a>       | STP id (poid) of the symbol currently in focus             |
|  | <a href="#">Item</a>                    | Indexing operator []                                       |

## Methods

|  | <b>Name</b>   | <b>Description</b> |
|--|---|--------------------|
|  <a href="#">Clear</a>                | Clear the cache   |                    |
|  <a href="#">ClearUndoStack</a>       | Clear the undo stack  |                    |
|  <a href="#">ContainsKey</a>          | Check if a symbol with a given STP id (poid) is present in the cache  |                    |
|  <a href="#">Equals</a>               | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |                    |
|  <a href="#">GetCoaSymbolsForType</a> | Retrieve symbols from a given COA that match desired types  |                    |
|  <a href="#">GetHashCode</a>          | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |                    |
|  <a href="#">GetType</a>              | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |                    |
|  <a href="#">IsAddedInThisSession</a> | Check if a symbol add operation is present in the undo stack  |                    |
|  <a href="#">PopUndoItem</a>          | Pop the latest undo item  |                    |
|  <a href="#">PushUndoItem</a>         | Push another item onto the undo stack   |                    |
|  <a href="#">ToString</a>             | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |                    |
|  <a href="#">TryRemove</a>            | Try to remove a symbol with a given STP id (poid) from the cache  |                    |

## Events

|  | <b>Name</b>  | <b>Description</b> |
|--|--|--------------------|
|  <a href="#">HasPendingUndos</a>        | Event triggered when undoable operations are available |                    |
|  <a href="#">OnFocusedSymbolChanged</a> | Event triggered when a symbol gains focus              |                    |

## See Also

[StpSDK Namespace](#)

## SymbolCache(T) Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public SymbolCache()
```

**C++**

```
public:  
SymbolCache()
```

### See Also

[SymbolCache\(T\)Class](#)

[StpSDK Namespace](#)

## SymbolCache( $T$ ).SymbolCache( $T$ ) Properties

The [SymbolCache\( \$T\$ \)](#) generic type exposes the following members.

### Properties

|   | <b>Name</b>                             | <b>Description</b>   |
|---|---|--|
|  | <a href="#">CanUndo</a>                 | Check if there are any undoable operations                 |
|  | <a href="#">CurrentPoids</a>            | Enumerable STP ids (poids)                                 |
|  | <a href="#">FocusedSymbol</a>           | Symbols that is currently in focus                         |
|  | <a href="#">FocusedSymbolAlternates</a> | List of alternates for the symbol that currently has focus |
|  | <a href="#">FocusedSymbolPoid</a>       | STP id (poid) of the symbol currently in focus             |
|  | <a href="#">Item</a>                    | Indexing operator []                                       |

### See Also

[SymbolCache\( \$T\$ \)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).CanUndo Property

Check if there are any undoable operations

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool CanUndo { get; }
```

#### C++

```
public:  
property bool CanUndo {  
    bool get();  
}
```

*Property Value*

Type: [Boolean](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).CurrentPoids Property

Enumerable STP ids (poids)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public IEnumerable<string> CurrentPoids { get; }
```

#### C++

```
public:
property IEnumerable<String^>^ CurrentPoids {
    IEnumerable<String^>^ get ();
}
```

### Property Value

Type: [IEnumerable\(String\)](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).FocusedSymbol Property

Symbols that is currently in focus

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public T FocusedSymbol { get; }
```

#### C++

```
public:  
property T FocusedSymbol {  
    T get();  
}
```

### Property Value

Type: *T*

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).FocusedSymbolAlternates Property

List of alternates for the symbol that currently has focus

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<T> FocusedSymbolAlternates { get; }
```

#### C++

```
public:  
    property List<T>^ FocusedSymbolAlternates {  
        List<T>^ get();  
    }
```

### Property Value

Type: [List\(\*T\*\)](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).FocusedSymbolPoid Property

STP id (poid) of the symbol currently in focus

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string FocusedSymbolPoid { get; set; }
```

#### C++

```
public:
property String^ FocusedSymbolPoid {
    String^ get ();
    void set (String^ value);
}
```

### Property Value

Type: [String](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).Item Property

Indexing operator []

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<T> this[
    string poid
] { get; set; }
```

#### C++

```
public:
property List<T>^ default[String^ poid] {
    List<T>^ get (String^ poid);
    void set (String^ poid, List<T>^ value);
}
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Return Value

Type: [List\(\*T\*\)](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).SymbolCache(*T*) Methods

The [SymbolCache\(\*T\*\)](#) generic type exposes the following members.

### Methods

|  | Name                                 | Description   |
|--|--------------------------------------|---|
|   | <a href="#">Clear</a>                | Clear the cache   |
|   | <a href="#">ClearUndoStack</a>       | Clear the undo stack  |
|   | <a href="#">ContainsKey</a>          | Check if a symbol with a given STP id (poid) is present in the cache  |
|   | <a href="#">Equals</a>               | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|   | <a href="#">GetCoaSymbolsForType</a> | Retrieve symbols from a given COA that match desired types  |
|   | <a href="#">GetHashCode</a>          | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|   | <a href="#">GetType</a>              | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|   | <a href="#">IsAddedInThisSession</a> | Check if a symbol add operation is present in the undo stack  |
|   | <a href="#">PopUndolItem</a>         | Pop the latest undo item  |
|   | <a href="#">PushUndolItem</a>        | Push another item onto the undo stack   |
|   | <a href="#">ToString</a>             | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |
|  | <a href="#">TryRemove</a>            | Try to remove a symbol with a given STP id (poid) from the cache  |

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).Clear Method

Clear the cache

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void Clear()
```

#### C++

```
public:  
void Clear()
```

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## [SymbolCache\(T\).ClearUndoStack Method](#)

Clear the undo stack

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void ClearUndoStack()
```

#### C++

```
public:  
void ClearUndoStack()
```

### See Also

[SymbolCache\(T\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).ContainsKey Method

Check if a symbol with a given STP id (*poid*) is present in the cache

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool ContainsKey(
    string poid
)
```

#### C++

```
public:
bool ContainsKey(
    String^ poid
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Return Value

Type: [Boolean](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).GetCoaSymbolsForType Method

Retrieve symbols from a given COA that match desired types

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<T> GetCoaSymbolsForType(
    string[] targetTypes,
    string targetCoaPoid
)
```

#### C++

```
public:
List<T>^ GetCoaSymbolsForType(
    array<String^>^ targetTypes,
    String^ targetCoaPoid
)
```

### Parameters

*targetTypes*

Type: [System.String\[\]](#)

*targetCoaPoid*

Type: [System.String](#)

*Return Value*

Type: [List\(\*T\*\)](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).IsAddedInThisSession Method

Check if a symbol add operation is present in the undo stack

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool IsAddedInThisSession(
    string poid
)
```

#### C++

```
public:
bool IsAddedInThisSession(
    String^ poid
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Return Value

Type: [Boolean](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).PopUndoItem Method

Pop the latest undo item

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public StpUndoableEditOp PopUndoItem()
```

#### C++

```
public:  
    StpUndoableEditOp^ PopUndoItem()
```

*Return Value*

Type: [StpUndoableEditOp](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).PushUndoItem Method

Push another item onto the undo stack

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void PushUndoItem(
    string poid,
    StpUndoableEditOpType operation
)
```

#### C++

```
public:
void PushUndoItem(
    String^ poid,
    StpUndoableEditOpType operation
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*operation*

Type: [StpSDK.StpUndoableEditOpType](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).TryRemove Method

Try to remove a symbol with a given STP id (*poid*) from the cache

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void TryRemove(
    string poid,
    out List<T> removedList
)
```

#### C++

```
public:
void TryRemove(
    String^ poid,
    [OutAttribute] List<T>^% removedList
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*removedList*

Type: [System.Collections.Generic.List](#)(*T*)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## [SymbolCache\(\*T\*\).SymbolCache\(\*T\*\) Events](#)

The [SymbolCache\(\*T\*\)](#) generic type exposes the following members.

### Events

|   | <b>Name</b>                            | <b>Description</b>                                     |
|---|--|--|
|  | <a href="#">HasPendingUndos</a>        | Event triggered when undoable operations are available |
|  | <a href="#">OnFocusedSymbolChanged</a> | Event triggered when a symbol gains focus              |

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).HasPendingUndos Event

Event triggered when undoable operations are available

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event SymbolCache(T).HasPendingItemsDelegate HasPendingUndos
```

#### C++

```
public:
    event SymbolCache(T).HasPendingItemsDelegate^ HasPendingUndos {
        void add (SymbolCache(T).HasPendingItemsDelegate^ value);
        void remove (SymbolCache(T).HasPendingItemsDelegate^ value);
    }
```

#### Value

Type: [StpSDK.SymbolCache\(\*T\*\).HasPendingItemsDelegate](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolCache(*T*).OnFocusedSymbolChanged Event

Event triggered when a symbol gains focus

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event SymbolCache(T).FocusedSymbolChangedDelegate  
OnFocusedSymbolChanged
```

#### C++

```
public:  
    event SymbolCache(T).FocusedSymbolChangedDelegate^ OnFocusedSymbolChanged {  
        void add (SymbolCache(T).FocusedSymbolChangedDelegate^ value);  
        void remove (SymbolCache(T).FocusedSymbolChangedDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.SymbolCache\(\*T\*\).FocusedSymbolChangedDelegate](#)

### See Also

[SymbolCache\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## [SymbolCache\(\*T\*\).FocusedSymbolChangedDelegate Delegate](#)

Delegate that describes the function prototype for symbol focus change event

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void FocusedSymbolChangedDelegate()
```

#### C++

```
public delegate void FocusedSymbolChangedDelegate()
```

### See Also

[StpSDK Namespace](#)

## SymbolCache(*T*).HasPendingItemsDelegate Delegate

Delegate that describes the function prototype for events representing non-committed / pending operations

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void HasPendingItemsDelegate(
    bool hasPendingItems
)
```

#### C++

```
public delegate void HasPendingItemsDelegate(
    bool hasPendingItems
)
```

### Parameters

*hasPendingItems*

Type: [System.Boolean](#)

### See Also

[StpSDK Namespace](#)

## SymbolIdMapper(*T*) Class

Maps STP ids (poids) to third-party ids

### Inheritance Hierarchy

[System.Object](#)

StpSDK.SymbolIdMapper(*T*)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class SymbolIdMapper<T>
where T : new(), ICustomId
```

#### C++

```
generic<typename T>
where T : gcnew(), ICustomId
public ref class SymbolIdMapper
```

### Type Parameters

*T*

The SymbolIdMapper(*T*) type exposes the following members.

### Constructors

|   | Name                                     | Description |
|---|--|-------------|
|  | <a href="#">SymbolIdMapper(<i>T</i>)</a> | Constructor |

### Methods

|   | Name                          | Description  |
|---|-------------------------------|--|
|  | <a href="#">AddSymbol</a>     | Add symbol to id map   |
|  | <a href="#">Clear</a>         | Clear the map  |
|  | <a href="#">ContainsOid</a>   | Checks if map contains a given third-party id  |
|  | <a href="#">ContainsPoid</a>  | Checks if map contains an STP id (poid)  |
|  | <a href="#">Equals</a>        | Determines whether the specified object is equal to the current object.<br>(Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a>   | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                       |
|  | <a href="#">GetOidForPoid</a> | Get the third-party id associated with a given STP id (poid)   |
|  | <a href="#">GetPoid</a>       | Get STP id (poid) given a third-party id   |

|   |  |
|---|--|
|  <a href="#">GetType</a>         | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .) |
|  <a href="#">RemoveSymbol</a>    | Remove symbol from id map  |
|  <a href="#">ToString</a>        | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)   |
|  <a href="#">UpdateSymbolOid</a> | Update symbol id map, replacing third-party id by a new one                                      |

See Also

[StpSDK Namespace](#)

## SymbolIdMapper(*T*) Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public SymbolIdMapper()
```

**C++**

```
public:  
SymbolIdMapper()
```

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).SymbolIdMapper(*T*) Methods

The [SymbolIdMapper\(\*T\*\)](#) generic type exposes the following members.

### Methods

|  | <b>Name</b>  | <b>Description</b> |
|--|--|--------------------|
|  <a href="#">AddSymbol</a>        | Add symbol to id map   |                    |
|  <a href="#">Clear</a>            | CLear the map  |                    |
|  <a href="#">ContainsOid</a>      | Checks if map contains a given thrid-party id  |                    |
|  <a href="#">ContainsPoid</a>     | Checks if ma contains an STP id (poid)   |                    |
|  <a href="#">Equals</a>           | Determines whether the specified object is equal to the current object.<br>(Inherited from <a href="#">Object</a> .) |                    |
|  <a href="#">GetHashCode</a>      | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                       |                    |
|  <a href="#">GetOidForPoid</a>    | Getthe thrid-party id associated with a given STP id (poid)  |                    |
|  <a href="#">GetPoid</a>          | Get STP id (poid) given a thrid-party id   |                    |
|  <a href="#">GetType</a>          | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                     |                    |
|  <a href="#">RemoveSymbol</a>     | Remove symbol from id map  |                    |
|  <a href="#">ToString</a>         | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                       |                    |
|  <a href="#">UpdateSymbolOid</a> | Update symbol id map, replacing thrid-party id by a new one  |                    |

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).AddSymbol Method

Add symbol to id map

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void AddSymbol(
    string poid,
    T customId
)
```

#### C++

```
public:
void AddSymbol(
    String^ poid,
    T customId
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*customId*

Type: *T*

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).Clear Method

Clear the map

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void Clear()
```

#### C++

```
public:  
void Clear()
```

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).ContainsOid Method

Checks if map contains a given third-party id

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool ContainsOid(  
    T customId  
)
```

#### C++

```
public:  
bool ContainsOid(  
    T customId  
)
```

### Parameters

*customId*

Type: *T*

### Return Value

Type: [Boolean](#)

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).ContainsPoid Method

Checks if ma contains an STP id (poid)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public bool ContainsPoid(
    string poid
)
```

#### C++

```
public:
bool ContainsPoid(
    String^ poid
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Return Value

Type: [Boolean](#)

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).GetOidForPoid Method

Get the third-party id associated with a given STP id (poid)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public T GetOidForPoid(  
    string poid  
)
```

#### C++

```
public:  
T GetOidForPoid(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Return Value

Type: *T*

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).GetPoid Method

Get STP id (poid) given a thrid-party id

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string GetPoid(  
    T customId  
)
```

#### C++

```
public:  
String^ GetPoid(  
    T customId  
)
```

### Parameters

*customId*

Type: *T*

### Return Value

Type: [String](#)

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).RemoveSymbol Method

Remove symbol from id map

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Task<bool> RemoveSymbol(
    string poid
)
```

#### C++

```
public:
Task<bool>^ RemoveSymbol(
    String^ poid
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### Return Value

Type: [Task\(Boolean\)](#)

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolIdMapper(*T*).UpdateSymbolOid Method

Update symbol id map, replacing third-party id by a new one

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public Task<bool> UpdateSymbolOid(
    T oldCustomId,
    T newCustomId
)
```

#### C++

```
public:
Task<bool>^ UpdateSymbolOid(
    T oldCustomId,
    T newCustomId
)
```

### Parameters

*oldCustomId*

Type: *T*

*newCustomId*

Type: *T*

### Return Value

Type: [Task\(Boolean\)](#)

### See Also

[SymbolIdMapper\(\*T\*\)Class](#)

[StpSDK Namespace](#)

## SymbolTypes Enumeration

Symbol types

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum SymbolTypes
```

#### C++

```
public enum class SymbolTypes
```

### Members

| Member name | Value | Description |
|-------------|-------|-------------|
| unit        | 0     |             |
| tg          | 1     |             |

### See Also

[StpSDK Namespace](#)

## TaskCache Class

Repository of current tasks

Inheritance Hierarchy

[System.Object](#)

StpSDK.TaskCache

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public class TaskCache
```

C++

```
public ref class TaskCache
```

The **TaskCache** type exposes the following members.

Constructors

|   | Name                      | Description |
|---|---------------------------|-------------|
|  | <a href="#">TaskCache</a> | Constructor |

Properties

|   | Name                           | Description                                     |
|---|--------------------------------|---|
|  | <a href="#">ConfirmedTasks</a> | List of poids of tasks that have been confirmed |

Methods

|   | Name                            | Description   |
|---|---------------------------------|---|
|  | <a href="#">Clear</a>           | Clear the cache   |
|  | <a href="#">Equals</a>          | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetCoaUnits</a>     | Get taskable units of a given COA, or all taskable units if no COA is specified (coaPoid is null)                 |
|  | <a href="#">GetHashCode</a>     | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>         | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">MarkAsConfirmed</a> | Mark task as confirmed  |
|  | <a href="#">SymbolAdded</a>     | A taskable unit or TG symbol has been added by STP  |
|  | <a href="#">SymbolRemoved</a>   | Taskable unit or TG symbol has been removed from STP  |

|   |  |
|---|--|
|  <a href="#">SymbolUpdated</a> | Taskable unit or TG symbol has been updated by STP   |
|  <a href="#">TaskAdded</a>     | A new task has been added by STP   |
|  <a href="#">TaskRemoved</a>   | A task has been removed by STP   |
|  <a href="#">TaskUpdated</a>   |  |
|  <a href="#">ToString</a>      | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .) |

## Events

|   | <b>Name</b>   | <b>Description</b> |
|---|---|--------------------|
|  <a href="#">OnTaskMarkedConfirmed</a> | Event triggered whenever there is a change to the confirmation status of a task                               |                    |
|  <a href="#">OnTasksChanged</a>        | Event triggered whenever there is a change to the current task set  |                    |
|  <a href="#">OnTGChanged</a>           | Event triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task |                    |
|  <a href="#">OnUnitChanged</a>         | Event triggered whenever there is a change to the current set of taskable units                               |                    |

## See Also

[StpSDK Namespace](#)

## TaskCache Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public TaskCache()
```

**C++**

```
public:  
TaskCache()
```

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.TaskCache Properties

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

### Properties

|   | Name                           | Description                                     |
|---|--------------------------------|---|
|  | <a href="#">ConfirmedTasks</a> | List of poids of tasks that have been confirmed |

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.ConfirmedTasks Property

List of poids of tasks that have been confirmed

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public List<string> ConfirmedTasks { get; }
```

#### C++

```
public:  
    property List<String^>^ ConfirmedTasks {  
        List<String^>^ get();  
    }
```

*Property Value*

Type: [List\(String\)](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.TaskCache Methods

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

### Methods

|   | <b>Name</b>   | <b>Description</b> |
|---|---|--------------------|
|  <a href="#">Clear</a>           | Clear the cache   |                    |
|  <a href="#">Equals</a>          | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |                    |
|  <a href="#">GetCoaUnits</a>     | Get taskable units of a given COA, or all taskable units if no COA is specified (coaPoid is null)                 |                    |
|  <a href="#">GetHashCode</a>     | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |                    |
|  <a href="#">GetType</a>         | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |                    |
|  <a href="#">MarkAsConfirmed</a> | Mark task as confirmed  |                    |
|  <a href="#">SymbolAdded</a>     | A taskable unit or TG symbol has been added by STP  |                    |
|  <a href="#">SymbolRemoved</a>   | Taskable unit or TG symbol has been removed from STP  |                    |
|  <a href="#">SymbolUpdated</a>   | Taskable unit or TG symbol has been updated by STP  |                    |
|  <a href="#">TaskAdded</a>       | A new task has been added by STP  |                    |
|  <a href="#">TaskRemoved</a>   | A task has been removed by STP  |                    |
|  <a href="#">TaskUpdated</a>   |   |                    |
|  <a href="#">ToString</a>      | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |                    |

### See Also

[TaskCache Class](#)  
[StpSDK Namespace](#)

## TaskCache.Clear Method

Clear the cache

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void Clear()
```

#### C++

```
public:  
void Clear()
```

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.GetCoaUnits Method

Get taskable units of a given COA, or all taskable units if no COA is specified (coaPoid is null)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public ConcurrentDictionary<IRecoSymbol, List<StpTask>> GetCoaUnits(
    string coaPoid
)
```

#### C++

```
public:
ConcurrentDictionary<IRecoSymbol^, List<StpTask^>^>^ GetCoaUnits(
    String^ coaPoid
)
```

### Parameters

*coaPoid*

Type: [System.String](#)

*Return Value*

Type: [ConcurrentDictionary\(IRecoSymbol, List\(StpTask\)\)](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.MarkAsConfirmed Method

Mark task as confirmed

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void MarkAsConfirmed(  
    string poid,  
    int order  
)
```

#### C++

```
public:  
void MarkAsConfirmed(  
    String^ poid,  
    int order  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*order*

Type: [System.Int32](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.SymbolAdded Method

A taskable unit or TG symbol has been added by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SymbolAdded(  
    IRecoSymbol symbol  
)
```

#### C++

```
public:  
void SymbolAdded(  
    IRecoSymbol^ symbol  
)
```

### Parameters

*symbol*

Type: [StpSDK.IRecoSymbol](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.SymbolRemoved Method

Taskable unit or TG symbol has been removed from STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SymbolRemoved(  
    IRecoSymbol symbol  
)
```

#### C++

```
public:  
void SymbolRemoved(  
    IRecoSymbol^ symbol  
)
```

### Parameters

*symbol*

Type: [StpSDK.IRecoSymbol](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.SymbolUpdated Method

Taskable unit or TG symbol has been updated by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void SymbolUpdated(  
    string unitPoid,  
    IRecoSymbol oldSymbol,  
    IRecoSymbol newSymbol  
)
```

#### C++

```
public:  
void SymbolUpdated(  
    String^ unitPoid,  
    IRecoSymbol^ oldSymbol,  
    IRecoSymbol^ newSymbol  
)
```

### Parameters

*unitPoid*

Type: [System.String](#)

*oldSymbol*

Type: [StpSDK.IRecoSymbol](#)

*newSymbol*

Type: [StpSDK.IRecoSymbol](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.TaskAdded Method

A new task has been added by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void TaskAdded(  
    string poid,  
    StpTask StpTask  
)
```

#### C++

```
public:  
void TaskAdded(  
    String^ poid,  
    StpTask^ StpTask  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*StpTask*

Type: [StpSDK.StpTask](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.TaskRemoved Method

A task has been removed by STP

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void TaskRemoved(  
    string poid  
)
```

#### C++

```
public:  
void TaskRemoved(  
    String^ poid  
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.TaskUpdated Method

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public void TaskUpdated(
    string poid,
    StpTask newTask
)
```

#### C++

```
public:
void TaskUpdated(
    String^ poid,
    StpTask^ newTask
)
```

### Parameters

*poid*

Type: [System.String](#)

STP unique id

*newTask*

Type: [StpSDK.StpTask](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.TaskCache Events

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

### Events

|   | Name                                  | Description   |
|---|---------------------------------------|---|
|  | <a href="#">OnTaskMarkedConfirmed</a> | Event triggered whenever there is a change to the confirmation status of a task                               |
|  | <a href="#">OnTasksChanged</a>        | Event triggered whenever there is a change to the current task set  |
|  | <a href="#">OnTGChanged</a>           | Event triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task |
|  | <a href="#">OnUnitChanged</a>         | Event triggered whenever there is a change to the current set of taskable units                               |

### See Also

[TaskCache Class](#)  
[SptSDK Namespace](#)

## TaskCache.OnTaskMarkedConfirmed Event

Event triggered whenever there is a change to the confirmation status of a task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event TaskCache.TasksConfirmedDelegate OnTaskMarkedConfirmed
```

#### C++

```
public:  
    event TaskCache.TasksConfirmedDelegate^ OnTaskMarkedConfirmed {  
        void add (TaskCache.TasksConfirmedDelegate^ value);  
        void remove (TaskCache.TasksConfirmedDelegate^ value);  
    }
```

#### Value

Type: [StpSDK.TaskCache.TasksConfirmedDelegate](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.OnTasksChanged Event

Event triggered whenever there is a change to the current task set

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event TaskCache.TasksChangedDelegate OnTasksChanged
```

#### C++

```
public:  
    event TaskCache.TasksChangedDelegate^ OnTasksChanged {  
        void add (TaskCache.TasksChangedDelegate^ value);  
        void remove (TaskCache.TasksChangedDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.TaskCache.TasksChangedDelegate](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.OnTGChanged Event

Event triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event TaskCache.TGChangedDelegate OnTGChanged
```

#### C++

```
public:  
    event TaskCache.TGChangedDelegate^ OnTGChanged {  
        void add (TaskCache.TGChangedDelegate^ value);  
        void remove (TaskCache.TGChangedDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.TaskCache.TGChangedDelegate](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.OnUnitChanged Event

Event triggered whenever there is a change to the current set of taskable units

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public event TaskCache.UnitChangedDelegate OnUnitChanged
```

#### C++

```
public:  
    event TaskCache.UnitChangedDelegate^ OnUnitChanged {  
        void add (TaskCache.UnitChangedDelegate^ value);  
        void remove (TaskCache.UnitChangedDelegate^ value);  
    }
```

*Value*

Type: [StpSDK.TaskCache.UnitChangedDelegate](#)

### See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

## TaskCache.Operation Enumeration

Operation types

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum Operation
```

#### C++

```
public enum class Operation
```

### Members

| Member name    | Value | Description |
|----------------|-------|-------------|
| <b>Added</b>   | 0     |             |
| <b>Removed</b> | 1     |             |
| <b>Changed</b> | 2     |             |

### See Also

[StpSDK Namespace](#)

## TaskCache.TasksChangedDelegate Delegate

Delegate for events triggered whenever there is a change to the current task set

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TasksChangedDelegate (
    string taskPoid,
    string whoPoid,
    TaskCache.Operation operation
)
```

#### C++

```
public delegate void TasksChangedDelegate (
    String^ taskPoid,
    String^ whoPoid,
    TaskCache.Operation operation
)
```

### Parameters

*taskPoid*

Type: [System.String](#)

*whoPoid*

Type: [System.String](#)

*operation*

Type: [StpSDK.TaskCache.Operation](#)

### See Also

[StpSDK Namespace](#)

## TaskCache.TasksConfirmedDelegate Delegate

Delegate for events triggered whenever there is a change to the confirmation status of a task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TasksConfirmedDelegate(
    string poid,
    int order
)
```

#### C++

```
public delegate void TasksConfirmedDelegate(
    String^ poid,
    int order
)
```

### Parameters

*poid*

Type: [System.String](#)

*order*

Type: [System.Int32](#)

### See Also

[StpSDK Namespace](#)

## TaskCache.TGChangedDelegate Delegate

Delegate for events triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void TGChangedDelegate(
    string poid,
    TaskCache.Operation operation
)
```

#### C++

```
public delegate void TGChangedDelegate(
    String^ poid,
    TaskCache.Operation operation
)
```

### Parameters

*poid*

Type: [System.String](#)

*operation*

Type: [StpSDK.TaskCache.Operation](#)

### See Also

[StpSDK Namespace](#)

## TaskCache.UnitChangedDelegate Delegate

Delegate for events triggered whenever there is a change to the current set of taskable units

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public delegate void UnitChangedDelegate(
    string whoPoid,
    TaskCache.Operation operation
)
```

#### C++

```
public delegate void UnitChangedDelegate(
    String^ whoPoid,
    TaskCache.Operation operation
)
```

### Parameters

*whoPoid*

Type: [System.String](#)

*operation*

Type: [StpSDK.TaskCache.Operation](#)

### See Also

[StpSDK Namespace](#)

## TaskHow Enumeration

"How" component of a task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum TaskHow
```

#### C++

```
public enum class TaskHow
```

### Members

|  | Member name                   | Value | Description |
|--|-------------------------------|-------|-------------|
|  | <b>NOT_SPECIFIED</b>          | 0     |             |
|  | <b>AIR_ASSAULT</b>            | 1     |             |
|  | <b>AIR_RECONNAISSANCE</b>     | 2     |             |
|  | <b>AREA_DEFENSE</b>           | 3     |             |
|  | <b>ASSAULT</b>                | 4     |             |
|  | <b>ATTACK</b>                 | 5     |             |
|  | <b>ATTACK_IN_ZONE</b>         | 6     |             |
|  | <b>ATTACK_BY_FIRE</b>         | 7     |             |
|  | <b>CERP_FUNDING</b>           | 8     |             |
|  | <b>CIVILIAN</b>               | 9     |             |
|  | <b>CONTRACTING</b>            | 10    |             |
|  | <b>CORDON_AND_SEARCH</b>      | 11    |             |
|  | <b>COUNTERATTACK</b>          | 12    |             |
|  | <b>COUNTERATTACK_BY_FIRE</b>  | 13    |             |
|  | <b>COVER</b>                  | 14    |             |
|  | <b>DEFEND</b>                 | 15    |             |
|  | <b>DELIVER_SERVICES</b>       | 16    |             |
|  | <b>GUARD</b>                  | 17    |             |
|  | <b>INFORMATION_OPERATIONS</b> | 18    |             |
|  | <b>INSURGENT</b>              | 19    |             |
|  | <b>MOBILE_DEFENSE</b>         | 20    |             |
|  | <b>MOVING_SCREEN</b>          | 21    |             |

|                                  |    |  |
|----------------------------------|----|--|
| <b>NGO_OPERATION</b>             | 22 |  |
| <b>PASSAGE_OF_LINES</b>          | 23 |  |
| <b>SCREEN</b>                    | 24 |  |
| <b>SEARCH_AND_ATTACK</b>         | 25 |  |
| <b>SECURITY</b>                  | 26 |  |
| <b>SECURITY_FORCE_ASSISTANCE</b> | 27 |  |
| <b>SUPPORT_BY_FIRE</b>           | 28 |  |
| <b>WITHDRAWAL</b>                | 29 |  |

[See Also](#)

[StpSDK Namespace](#)

## TaskOrgState Class

Task Org ORBAT state

Inheritance Hierarchy

[System.Object](#)

[StpSDK.BaseFS](#)

[StpSDK.TaskOrgState](#)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public class TaskOrgState : BaseFS
```

#### C++

```
public ref class TaskOrgState : public BaseFS
```

The **TaskOrgState** type exposes the following members.

### Constructors

|  | Name                                 | Description                                |
|--|--------------------------------------|--|
|  | <a href="#">TaskOrgState()</a>       | Constructor                                |
|  | <a href="#">TaskOrgState(BaseFS)</a> | Construct from another foundational object |

### Properties

|  | Name                          | Description  |
|--|-------------------------------|--------------|
|  | <a href="#">Date</a>          | Version date |
|  | <a href="#">TaskOrgAction</a> | Action       |
|  | <a href="#">UserRole</a>      | Creator role |

### Methods

|  | Name                        | Description   |
|--|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

**See Also**

[StpSDK Namespace](#)

## TaskOrgState Constructor

### Overload List

|   | <b>Name</b>                          | <b>Description</b>                         |
|---|--------------------------------------|--|
|  | <a href="#">TaskOrgState()</a>       | Constructor                                |
|  | <a href="#">TaskOrgState(BaseFS)</a> | Construct from another foundational object |

### See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

## TaskOrgState Constructor

Constructor

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

**C#**

```
public TaskOrgState()
```

**C++**

```
public:  
TaskOrgState()
```

### See Also

[TaskOrgState Class](#)

[TaskOrgState Overload](#)

[StpSDK Namespace](#)

## TaskOrgState Constructor (BaseFS)

Construct from another foundational object

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public TaskOrgState(  
    BaseFS bfs  
)
```

#### C++

```
public:  
TaskOrgState(  
    BaseFS^ bfs  
)
```

### Parameters

*bfs*

Type: [StpSDK.BaseFS](#)

### See Also

[TaskOrgState Class](#)

[TaskOrgState Overload](#)

[StpSDK Namespace](#)

## TaskOrgState.TaskOrgState Properties

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

### Properties

|   | Name                          | Description  |
|---|-------------------------------|--------------|
|  | <a href="#">Date</a>          | Version date |
|  | <a href="#">TaskOrgAction</a> | Action       |
|  | <a href="#">UserRole</a>      | Creator role |

### See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

## TaskOrgState.Date Property

Version date

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string Date { get; set; }
```

#### C++

```
public:  
property String^ Date {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

## TaskOrgState.TaskOrgAction Property

Action

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string TaskOrgAction { get; set; }
```

#### C++

```
public:  
property String^ TaskOrgAction {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

## TaskOrgState.UserRole Property

Creator role

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public string UserRole { get; set; }
```

#### C++

```
public:  
property String^ UserRole {  
    String^ get();  
    void set (String^ value);  
}
```

*Property Value*

Type: [String](#)

### See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

## TaskOrgState.TaskOrgState Methods

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

### Methods

|   | Name                        | Description   |
|---|-----------------------------|---|
|  | <a href="#">Equals</a>      | Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> .) |
|  | <a href="#">GetHashCode</a> | Serves as the default hash function. (Inherited from <a href="#">Object</a> .)                                    |
|  | <a href="#">GetType</a>     | Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)                  |
|  | <a href="#">ToString</a>    | Returns a string that represents the current object. (Inherited from <a href="#">Object</a> .)                    |

### See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

## TaskWhat Enumeration

"What" component of a task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum TaskWhat
```

#### C++

```
public enum class TaskWhat
```

### Members

| Member name              | Value | Description |
|--------------------------|-------|-------------|
| NOT_SPECIFIED            | 0     |             |
| ADVISE_POLICE            | 1     |             |
| AMBUSH                   | 2     |             |
| ASSIGN_RESPONSIBILITY    | 3     |             |
| BLOCK                    | 4     |             |
| BOMB_ATTACK              | 5     |             |
| BREACH                   | 6     |             |
| BYPASS                   | 7     |             |
| CLEAR                    | 8     |             |
| COERCIVE_RECRUITING      | 9     |             |
| COLLECT_CASUALTIES       | 10    |             |
| COLLECT_CIVILIANS        | 11    |             |
| COLLECT_PRISONERS        | 12    |             |
| CONDUCT_AMBUSH           | 13    |             |
| CONDUCT_AVIATION_AMBUSH  | 14    |             |
| CONDUCT_BILAT            | 15    |             |
| CONDUCT_GROUP_ENGAGEMENT | 16    |             |
| CONDUCT_RAID             | 17    |             |
| CONDUCT_TCP_OPERATION    | 18    |             |
| CONSTITUTE_RESERVE       | 19    |             |
| CONVOY                   | 20    |             |
| DEFEAT                   | 21    |             |

|                                 |    |
|---------------------------------|----|
| <b>DELAY</b>                    | 22 |
| <b>DELIVER_LEAFLET_PSYOP</b>    | 23 |
| <b>DEMONSTRATE</b>              | 24 |
| <b>DESTROY</b>                  | 25 |
| <b>DISRUPT</b>                  | 26 |
| <b>DISTRIBUTE_FOOD</b>          | 27 |
| <b>EMPLACE</b>                  | 28 |
| <b>EQUIP_POLICE</b>             | 29 |
| <b>ESCORT_CONVOY</b>            | 30 |
| <b>EVACUATE_CASUALTIES</b>      | 31 |
| <b>EVACUATE_CIVILIANS</b>       | 32 |
| <b>EVACUATE_PRISONERS</b>       | 33 |
| <b>FIX</b>                      | 34 |
| <b>FOLLOW</b>                   | 35 |
| <b>FOLLOW_AND_ASSUME</b>        | 36 |
| <b>FOLLOW_AND_SUPPORT</b>       | 37 |
| <b>HALT</b>                     | 38 |
| <b>HARRASSMENT_FIRES</b>        | 39 |
| <b>HOUSE_TO_HOUSE_PSYOP</b>     | 40 |
| <b>IED_ATTACK</b>               | 41 |
| <b>LIMIT</b>                    | 42 |
| <b>LOOTING</b>                  | 43 |
| <b>MAINTAIN_HIDE</b>            | 44 |
| <b>MAINTAIN_OUTPOST</b>         | 45 |
| <b>MOVE</b>                     | 46 |
| <b>NEUTRALIZE</b>               | 47 |
| <b>OBSERVE</b>                  | 48 |
| <b>OCCUPY</b>                   | 49 |
| <b>PATROL</b>                   | 50 |
| <b>PENETRATE</b>                | 51 |
| <b>POSITION_SNIPER</b>          | 52 |
| <b>PRIORITY_OF_FIRES</b>        | 53 |
| <b>PROVIDE_MEDICAL_SERVICES</b> | 54 |
| <b>PROVIDE_SERVICE</b>          | 55 |
| <b>RECEIVE</b>                  | 56 |

|                           |    |  |
|---------------------------|----|--|
| <b>RECONSTRUCTION</b>     | 57 |  |
| <b>RECRUIT_POLICE</b>     | 58 |  |
| <b>REFUEL</b>             | 59 |  |
| <b>REGULATE_TRAFFIC</b>   | 60 |  |
| <b>REINFORCE</b>          | 61 |  |
| <b>RELEASE</b>            | 62 |  |
| <b>RESUPPLY</b>           | 63 |  |
| <b>RETAIN</b>             | 64 |  |
| <b>RIOTING</b>            | 65 |  |
| <b>SECURE</b>             | 66 |  |
| <b>SEEK_REFUGE</b>        | 67 |  |
| <b>SEIZE</b>              | 68 |  |
| <b>SNIPER_ATTACK</b>      | 69 |  |
| <b>SUPPLY</b>             | 70 |  |
| <b>SUPPLY_MUNITIONS</b>   | 71 |  |
| <b>TRAIN_POLICE</b>       | 72 |  |
| <b>TRANSFER_MUNITIONS</b> | 73 |  |
| <b>TRASH_REMOVAL</b>      | 74 |  |
| <b>TURN</b>               | 75 |  |
| <b>TV_RADIO_PSYOP</b>     | 76 |  |
| <b>WATER_DELIVERY</b>     | 77 |  |
| <b>WILLFUL_RECruITING</b> | 78 |  |

**See Also**[StpSDK Namespace](#)

## TaskWhy Enumeration

"Why" component of a task

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public enum TaskWhy
```

#### C++

```
public enum class TaskWhy
```

### Members

| Member name      | Value | Description |
|------------------|-------|-------------|
| <b>UNKNOWN</b>   | 0     |             |
| <b>ALLOW</b>     | 1     |             |
| <b>CAUSE</b>     | 2     |             |
| <b>CREATE</b>    | 3     |             |
| <b>DECEIVE</b>   | 4     |             |
| <b>DENY</b>      | 5     |             |
| <b>DIVERT</b>    | 6     |             |
| <b>ENABLE</b>    | 7     |             |
| <b>ENVELOP</b>   | 8     |             |
| <b>INFLUENCE</b> | 9     |             |
| <b>OPEN</b>      | 10    |             |
| <b>PREVENT</b>   | 11    |             |
| <b>PROTECT</b>   | 12    |             |
| <b>SUPPORT</b>   | 13    |             |
| <b>SURPRISE</b>  | 14    |             |

### See Also

[StpSDK Namespace](#)

## TimingConstants Class

Some common values for use with the SetSegmentationTimeout call

### Inheritance Hierarchy

[System.Object](#)

StpSDK.TimingConstants

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static class TimingConstants
```

#### C++

```
public ref class TimingConstants abstract sealed
```

The **TimingConstants** type exposes the following members.

### Fields

|   | Name                           | Description  |
|---|--------------------------------|--|
|   | <a href="#">Timing_Expert</a>  | Short delay between strokes that may be sufficient to allow expert users to draw 2525 symbols                    |
|   | <a href="#">Timing_Not_Set</a> | Not yet set  |
|   | <a href="#">Timing_Novice</a>  | Longer delay between strokes to allow novice users to draw 2525 symbols  |
|   | <a href="#">Timing_PLA</a>     | No lag between strokes - speech combined with single-stroke gesture (point/line/area/"harpoon", etc.) only       |
|   | <a href="#">Timing_Sketch</a>  | Wait up to 2.5s for the next stroke - use when fully drawing 2525 symbols and using the sketch symbol recognizer |

### See Also

[StpSDK Namespace](#)

## TimingConstants.TimingConstants Fields

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

### Fields

|   | Name                           | Description  |
|---|--------------------------------|--|
|   | <a href="#">Timing_Expert</a>  | Short delay between strokes that may be sufficient to allow expert users to draw 2525 symbols                    |
|   | <a href="#">Timing_Not_Set</a> | Not yet set  |
|   | <a href="#">Timing_Novice</a>  | Longer delay between strokes to allow novice users to draw 2525 symbols  |
|   | <a href="#">Timing_PLA</a>     | No lag between strokes - speech combined with single-stroke gesture (point/line/area/"harpoon", etc.) only       |
|   | <a href="#">Timing_Sketch</a>  | Wait up to 2.5s for the next stroke - use when fully drawing 2525 symbols and using the sketch symbol recognizer |

### See Also

[TimingConstants Class](#)

[StpSDK Namespace](#)

## TimingConstants.Timing\_Expert Field

Short delay between strokes that may be sufficient to allow expert users to draw 2525 symbols

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public const double Timing_Expert = 1.5
```

#### C++

```
public:  
literal double Timing_Expert = 1.5
```

*Field Value*

Type: [Double](#)

### See Also

[TimingConstants Class](#)

[StpSDK Namespace](#)

## TimingConstants.Timing\_Not\_Set Field

Not yet set

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public const double Timing_Not_Set = -1
```

#### C++

```
public:  
literal double Timing_Not_Set = -1
```

*Field Value*

Type: [Double](#)

### See Also

[TimingConstants Class](#)

[StpSDK Namespace](#)

## TimingConstants.Timing\_Novice Field

Longer delay between strokes to allow novice users to draw 2525 symbols

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public const double Timing_Novice = 3.5
```

#### C++

```
public:  
literal double Timing_Novice = 3.5
```

*Field Value*

Type: [Double](#)

### See Also

[TimingConstants Class](#)

[StpSDK Namespace](#)

## TimingConstants.Timing\_PLA Field

No lag between strokes - speech combined with single-stroke gesture (point/line/area/"harpoon", etc.) only

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public const double Timing_PLA = 0
```

#### C++

```
public:  
literal double Timing_PLA = 0
```

### Field Value

Type: [Double](#)

### Remarks

This is the preferred mode for using the more popular Point, Line, Area (PLA) style of interaction, as it provides interpretations in the shortest amount of time after the user has provided the stroke and speech. Note that the user will not be able to sketch multi-line symbols in this mode

### See Also

[TimingConstants Class](#)

[StpSDK Namespace](#)

## TimingConstants.Timing\_Sketch Field

Wait up to 2.5s for the next stroke - use when fully drawing 2525 symbols and using the sketch symbol recognizer

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public const double Timing_Sketch = 2.5
```

#### C++

```
public:  
literal double Timing_Sketch = 2.5
```

### Field Value

Type: [Double](#)

### Remarks

If the time is too short, recognition will get triggered before the user had a chance to complete the drawing. On the other hand, the additional wait can be perceived by users as system inefficiency. Use only when there is a clear desire to fully draw 2525 symbols

### See Also

[TimingConstants Class](#)

[StpSDK Namespace](#)

## Utility Class

Common utility methods

Inheritance Hierarchy

[System.Object](#)

StpSDK.Utility

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

Syntax

C#

```
public static class Utility
```

C++

```
[ExtensionAttribute]
public ref class Utility abstract sealed
```

The **Utility** type exposes the following members.

Methods

|  | Name | Description  |
|--|------|--|
|  <a href="#">IsDefault(T)</a>               |      | Whether the given value is default(T)                            |
|  <a href="#">SpelledLettersToAcronym</a>    |      | Add compact representation of spelled out letters                |
|  <a href="#">ToTitleCase</a>                |      | Convert A_STRING into Title Case                                 |
|  <a href="#">TryConvertEnum(TFrom, TTo)</a> |      | Convert an enum into another if possible, based on element names |

See Also

[StpSDK Namespace](#)

## Utility.Utility Methods

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

### Methods

|   | Name                                       | Description  |
|---|--|--|
|   | <a href="#">IsDefault(T)</a>               | Whether the given value is default(T)                            |
|   | <a href="#">SpelledLettersToAcronym</a>    | Add compact representation of spelled out letters                |
|   | <a href="#">ToTitleCase</a>                | Convert A_STRING into Title Case                                 |
|   | <a href="#">TryConvertEnum(TFrom, TTo)</a> | Convert an enum into another if possible, based on element names |

### See Also

[Utility Class](#)

[StpSDK Namespace](#)

## Utility.IsDefault(*T*) Method

Whether the given value is default(*T*)

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static bool IsDefault<T>(
    this T value
)
where T : struct, new()
```

#### C++

```
public:
[ExtensionAttribute]
generic<typename T>
where T : value class, gcnew()
static bool IsDefault(
    T value
)
```

### Parameters

*value*

Type: **T**

### Type Parameters

*T*

### Return Value

Type: [Boolean](#)

### Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type *T*. When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

### Remarks

See <https://stackoverflow.com/a/5635729>

### See Also

[Utility Class](#)

[StpSDK Namespace](#)

## Utility.SpelledLettersToAcronym Method

Add compact representation of spelled out letters

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static string SpelledLettersToAcronym(
    string alternate
)
```

#### C++

```
public:
static String^ SpelledLettersToAcronym(
    String^ alternate
)
```

### Parameters

*alternate*

Type: [System.String](#)

### Return Value

Type: [String](#)

Alternate with spelled letters replaced by compacted acronym or null if no spelling is detected

### Remarks

Examples: "L D L C" -> "LDLC", "suspected I E D" -> "suspected IED" "R O Z from sixteen hundred" -> "ROZ from sixteen hundred"

### See Also

[Utility Class](#)

[StpSDK Namespace](#)

## Utility.ToTitleCase Method

Convert A\_STRING into Title Case

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static string ToTitleCase(
    this string s,
    bool convertAllCaps = true
)
```

#### C++

```
public:
[ExtensionAttribute]
static String^ ToTitleCase(
    String^ s,
    bool convertAllCaps = true
)
```

### Parameters

*s*

Type: [System.String](#)

*convertAllCaps* (Optional)

Type: [System.Boolean](#)

If true (default), convert ALL CAPS words as well, otherwise, leave them untouched

### Return Value

Type: [String](#)

### Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [String](#).

When you use instance method syntax to call this method, omit the first parameter. For more

information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

### See Also

[Utility Class](#)

[StpSDK Namespace](#)

## Utility.TryConvertEnum(*TFrom*, *TTo*) Method

Convert an enum into another if possible, based on element names

**Namespace:** [StpSDK](#)

**Assembly:** StpSDK (in StpSDK.dll) Version: 0.2.0+ff07a2d0c005ec97ab5f67ba7c340efdd87ce5cc

### Syntax

#### C#

```
public static bool TryConvertEnum<TFrom, TTo>(
    int value,
    out TTo res
)
```

#### C++

```
public:
generic<typename TFrom, typename TTo>
static bool TryConvertEnum(
    int value,
    [OutAttribute] TTo% res
)
```

#### Parameters

*value*

Type: [System.Int32](#)

*res*

Type: *TTo*

#### Type Parameters

*TFrom*

*TTo*

#### Return Value

Type: [Boolean](#)

### Remarks

This method is used to convert constants that are equivalent, but may have different values, for example affiliation in 2525D (numeric) and 2525C (char): enum Affiliation { pending = 0, unknown = 1, assumedfriend = 2, friend = 3, neutral = 4, suspected = 5, hostile = 6 }; enum AffiliationAlpha { pending = 'P', unknown = 'U', assumedfriend = 'A', friend = 'F', neutral = 'N', suspected = 'S', hostile = 'H' };

### See Also

[Utility Class](#)

[StpSDK Namespace](#)